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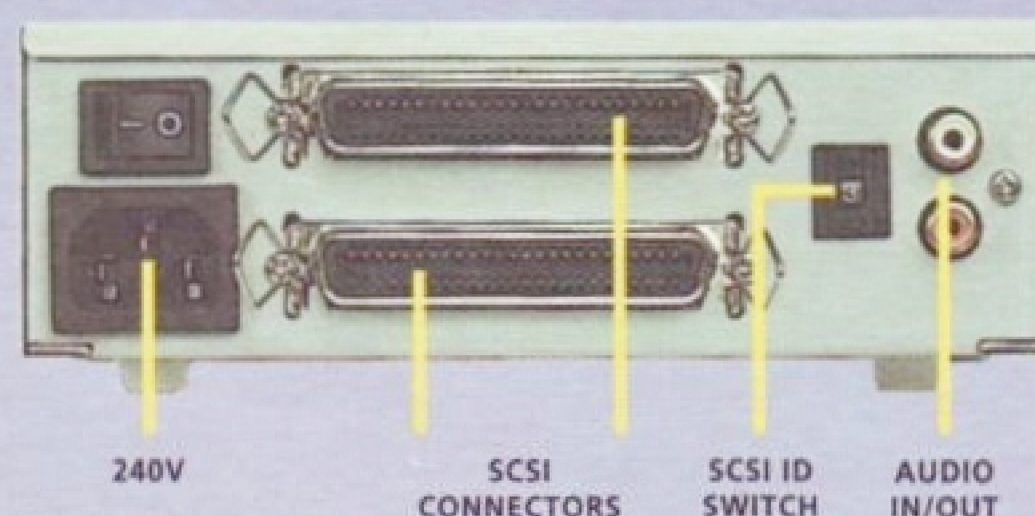
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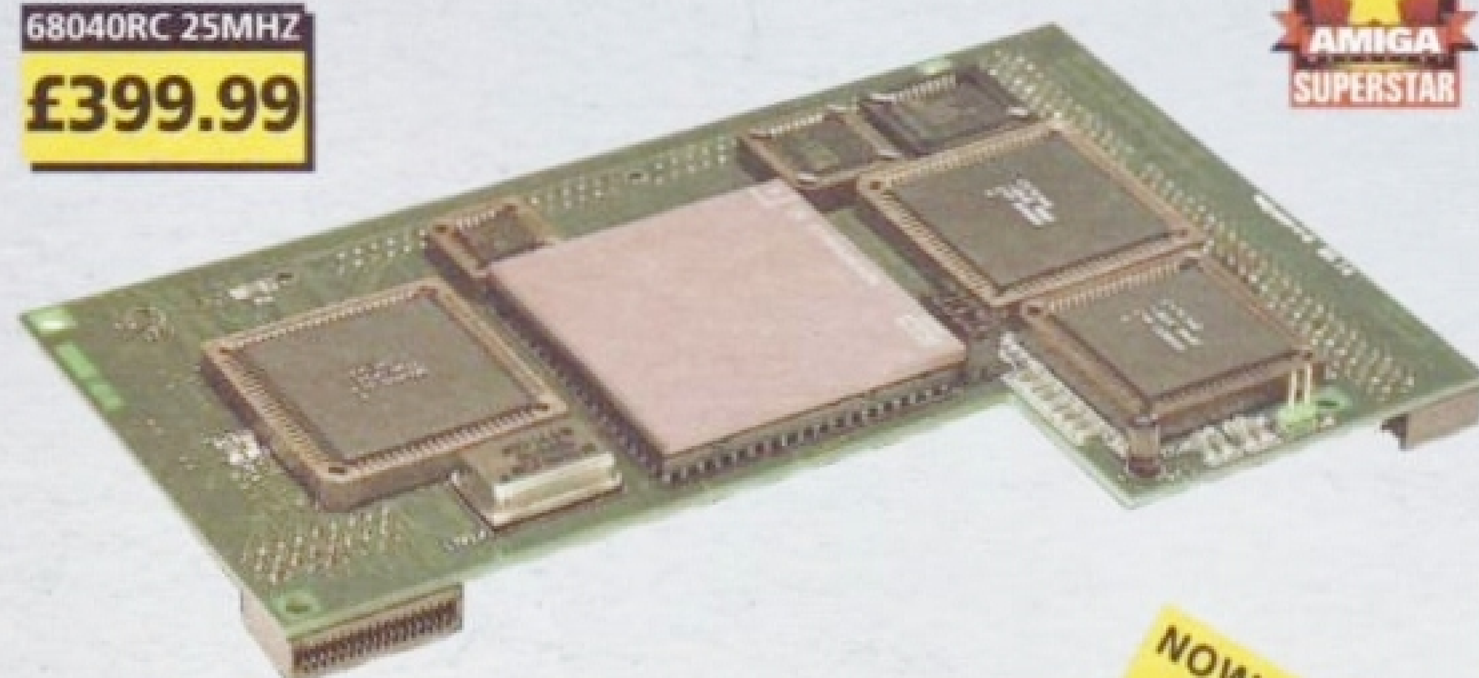
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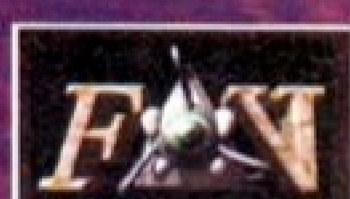
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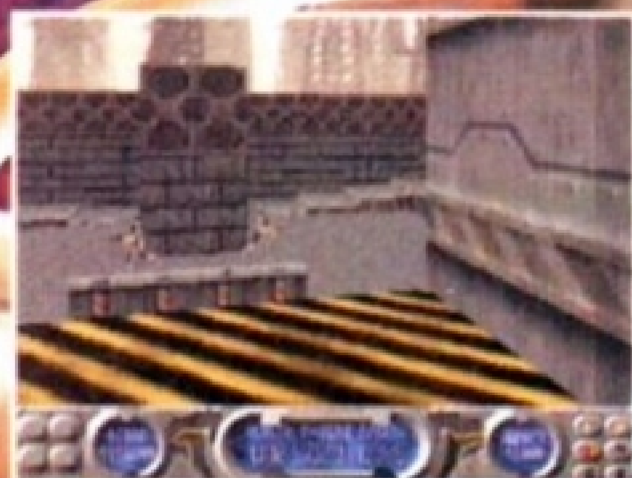




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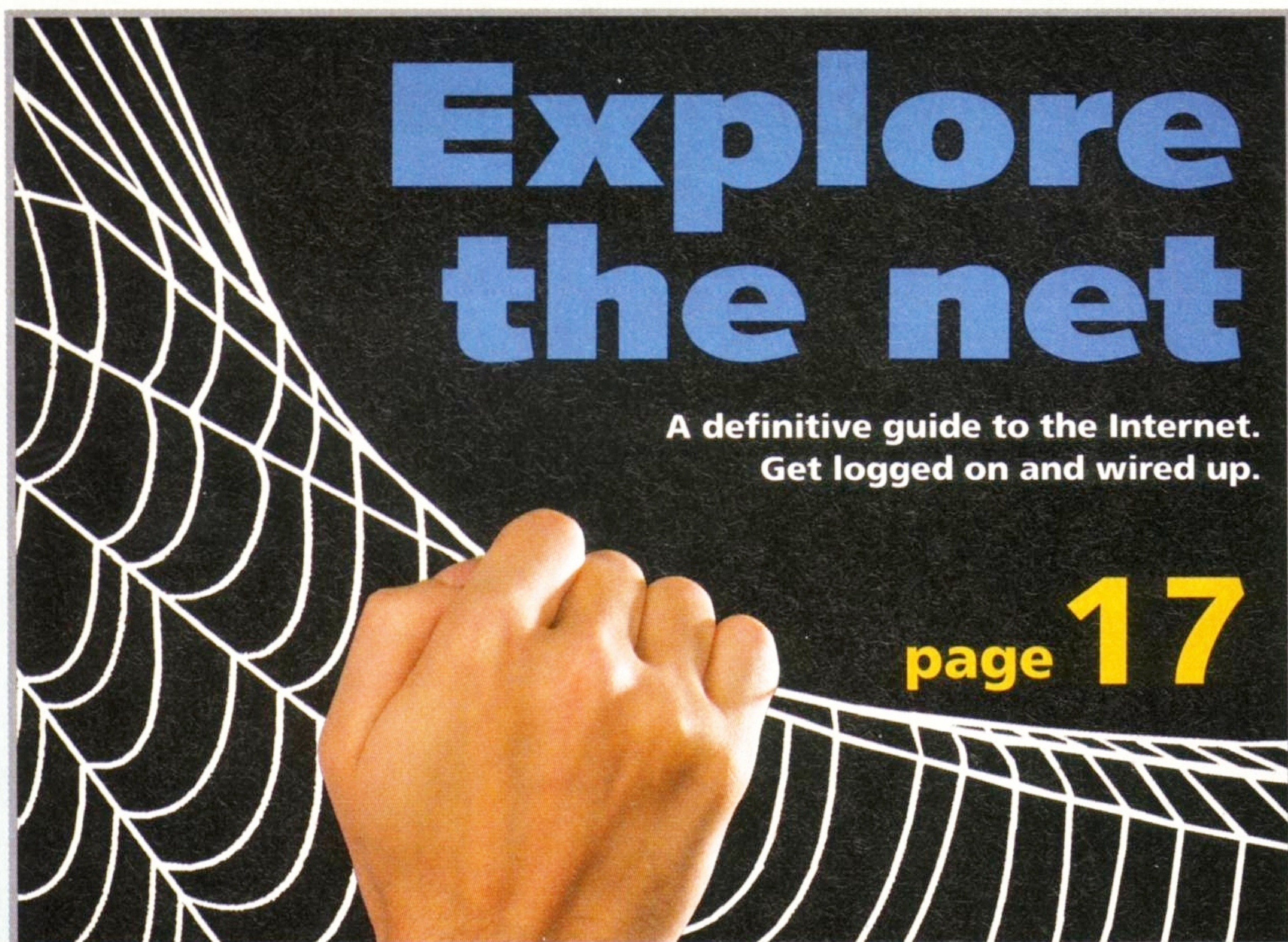
ISSUE 83 APRIL 1996

AF SERIOUS

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AF SCREENPLAY


Watchtower: An old style shoot -em-up.


Star Crusader: *Wing Commander* all over again.



Premier Manager 3 Deluxe: Telford Utd v Romford.



Super Street Fighter 2 Turbo: All the familiar guys and gals.


Thomas the Tank Engine: plays Pinball on the CD^{32}

AF Coverdisks



Coverdisk A: ScapeMaker

A collection of useful programs including *ScapeMaker*, a *Breathless update* that replaces the entire 3D engine and *Fiasco 1.1* an excellent program that enables you to set-up and design your own database.

p116



Coverdisk B: Alien Bash II

An eight level playable colossus that pays homage to the mighty *Chaos Engine*. Rescue prisoners, kill baddies, save money and become the all round good guy that you always knew you weren't.

p114



Coverdisk Instructions

AMIGA FORMAT p115

ADVERTISER INDEX

APRIL 1996

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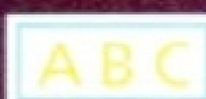
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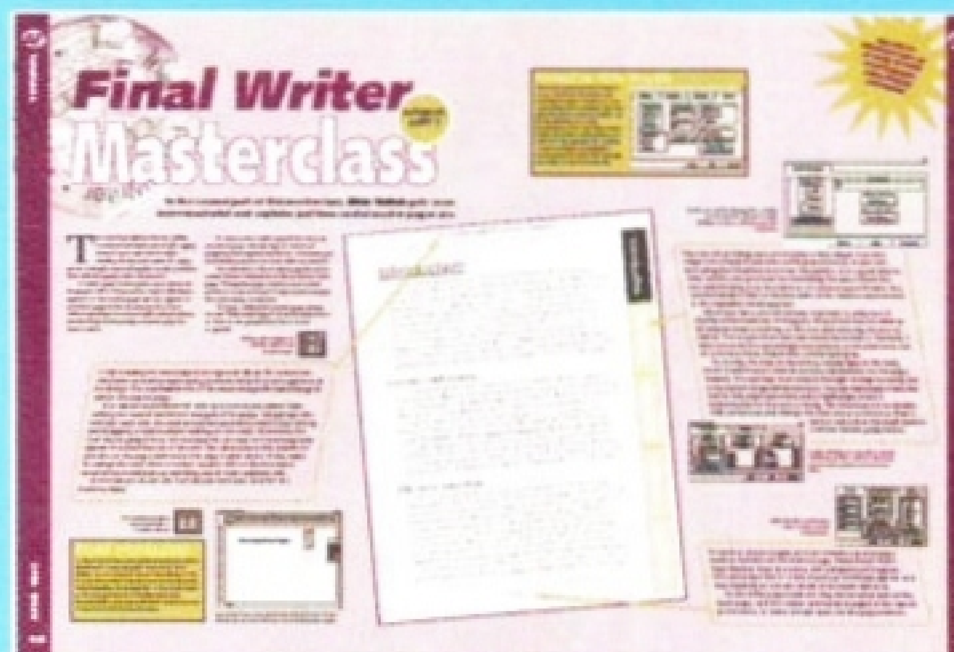
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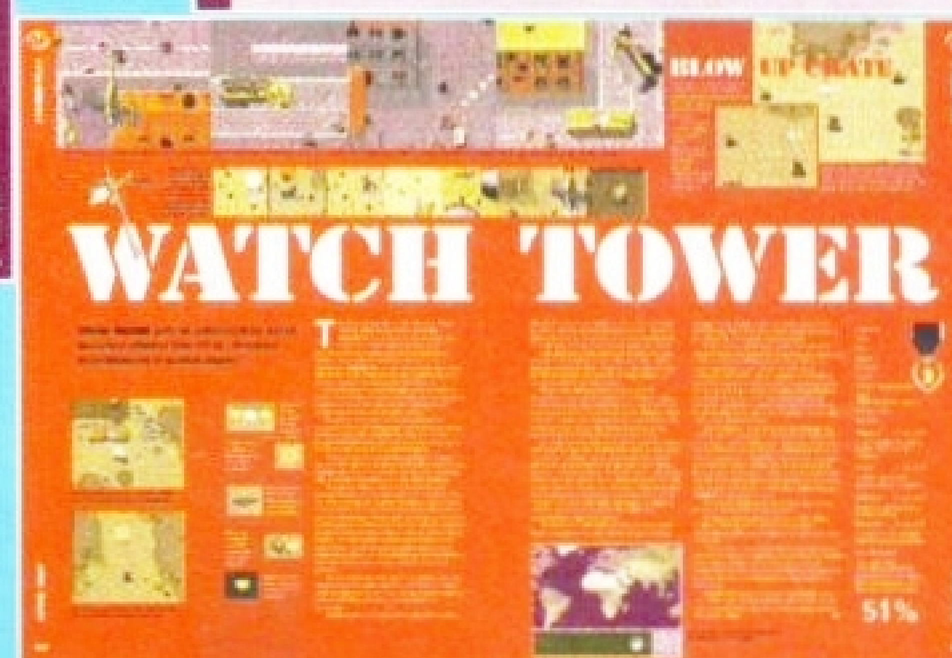
The second tutorial for our excellent *Final Writer* Coverdisk. p100



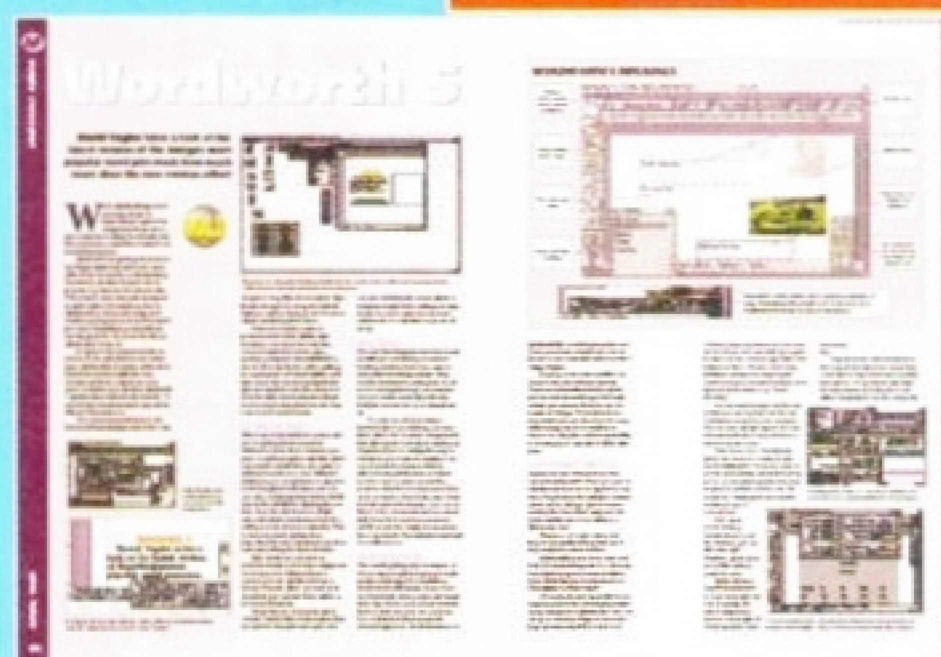
It looks good, and that's not just the layout. How many models can you fit on a CD? p73



A high density drive which requires no software patches is surely a thing of wonder. p79



A valiant effort from OTM. Well, they tried anyway. p36



The latest incarnation of Digita's classic. p68



Canon continue their sterling support for the Amiga with a new colour Bubblejet. p64



There's a lot of it about. Mr Irvine has done a fine job in rounding up web-browser's past, present and future. p88

Month In View

A slightly diminished Nick Veitch puts forward his manifesto for the next 28 days of the Amiga ...

Sometimes it can be very surprising being the editor of *Amiga Format*. In the daily papers and even the trade magazines, the computer market is all Playstation this, Nintendo that, Windows '95 the other, Oh well, I may as well pack up shop now then. Shouldn't need to bother about coming in to create the magazine if there's nothing to write about.

But hold on there. If that's true then how come the best-selling game on the all-format charts is *Sensible World of Soccer*? How come Team 17 are working very hard on what could possibly be the best Amiga game ever (see Previews, page 31). How come poor old Graeme Sandiford has been working all hours of the day and night to review all the applications software and CD-ROMs that have poured in over the last month. It may well be that the Amiga is owned by a company which doesn't really seem to know what to do with it – but hasn't that always been the case.

Far from advocating sticking your head in the sand, I suggest you stick your head in *AF* this month and see what great things there are in store for you.



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Art Department Professional v2.5	£139.00
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Morph Plus	£89.95

CAD

X-CAD 2000	£22.95
X-CAD 3000	£119.95

Personal Suite

Includes :
- •Personal Paint
- •SBase Personal
- •Personal Write
- •Personal Fonts Maker 2

PLUS DirDiff • 27 High Quality Kara Colour Fonts • Nearly all of Eric Schwartz's outstanding animations • Amiga Dos Manual • Arexx Manual • "How To" Amiga Guide • PNG Toolkit • Masses of pictures and anims • 20 classic books (Dickens etc.) • And still loads more !

All on one CD for just £49.95 !!!

Beef Up Your Sound !



The Little Gem Micro Mixer ! This 2 channel, stereo mixer features independent Hi and Lo EQ, panning, and volume for each channel. Little Gem greatly enhances all your sound input and output - samples, Mod files, even games - it's ideal for desktop video and music, and it's a great price too !

Little Gem £66.95

Run PC Software on your Amiga !



PC Task 3.1 allows you to run software designed for IBM PCs and compatibles on you Amiga ! PC Task 3.1 emulates a 80286 based PC (including the FPU), so you can run Windows 3.1 and applications like Microsoft Word and Excel. It'll even run Wolfenstein 3D. On an AGA Amiga you can run SVGA screen modes, and for basic tasks it doesn't need stacks of Ram. If you just want to run Dos, PC Task will run quite happily in just 1Mb of Ram. If you want to run Windows, you still only need 6Mb ! PC Task gives you two computers for little more than the price of one !

PC Task 3.1 £59.95

Do you want an Amiga DTP package that doesn't need loads of memory, an accelerator and a hard drive ? How about Pagestream 2.2 SE !

All of that famous Pagestream ease-of-use, and functionality all in one box for under fifty pounds ! Pagestream 2.2 SE takes DTP into a new dimension - one where you only need Workbench 1.3, 1.5Mb of Ram, and only one floppy drive. Just take a look at these features :

Typography

Pagestream 2.2 SE allows you to use Comugraphic, Intellifont, PostScript and DMF fonts, with all the standard DTP features including tracking, leading, paragraph indents, hyphenation and more !

Graphics

Pagestream 2.2 SE has a powerful toolbox with a good assortment of drawing and editing tools. You can import pictures and drawings from many other programmes and print them in full colour.

Fast Printing

Pagestream 2.2 SE comes with an assortment of printer drivers. Print at lightning speeds to PostScript and non PostScript printers including dot-matrix, inkjet and laser printers. You can even create colour separations !

Pagestream 2.2 SE £49.95

Disk problems ? Hard drive looking doubtful ? You need Ami-Back !



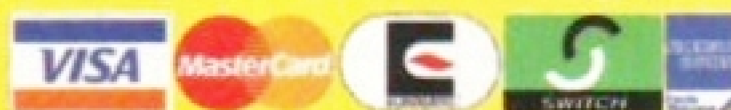
The Ultimate In Disk Backup For Only £29.95 !



Ami-Back is the solution of choice for all your data backup needs. Designed to be both powerful and flexible, Ami-Back gives you complete control over the backup process. There is no other Amiga backup program that can come even close to offering the features, ease of use, and reliability of Ami-Back. And yes, Ami-Back even supports Amax, Unix and MSDOS partitions, and DAT and tape drives !

When ordering don't forget to include the carriage charge ! Charges within the UK are £3.50 for first class post, which usually arrives the next day. Orders over £100 are sent registered post at £4.50. Next day courier service within the UK mainland & subject to availability is £6.00. Hardware is sent by Next Day Courier. Call for prices overseas, islands & Scottish Highlands.

You can pay by **Credit Card** (Visa, Mastercard, Access, Delta, Switch and American Express) - we only bill your card when we despatch the order, not before - or by **Cheque** : Please make cheques payable to Emerald Creative Technology Ltd.



All pricing includes VAT. We reserve the right to change prices - you will be informed of any change when ordering. Faulty goods will be replaced or repaired if returned within 30 days of purchase. Postage won't be refunded on returned goods. We will refund if we can't repair goods. It is the responsibility of the customer to check product compatibility with existing equipment before buying. E&OE

Rapid House, 54 Wandle Bank, London SW19 1DW Fax : 0181-715 8877, eMail : EmeraldCT@eWorld.com



When discussing Amiga coders, RJ Mical (right) said "These mad-dog programmers... I would hire each one of them to join my company if I could." Send your Amiga demos to him now.

AMIGA FORMAT news

Dawn of a New Development Program

Will we see a unified platform strategy?

With the approach of the new millennium promising to herald a new dawn of open system hardware architecture, news reaches *Amiga Format* of a Sega rethink regarding their strategy on the struggling Saturn system and its place in the global entertainment hierarchy.

Sources suggest that Sega will change over from using the current Hitachi RISC chips powering their console to the PowerPC603. Regular readers of *Amiga Format* know that this is none other than the same chip vaunted for the new Power Amiga.

Industry analysts and forecasters hint that the move will bring Sega closer to a deal with Mutsushita and their M2 console technology; leaving Sega with more resources to spend on software development.

The single platform has long been the dream of software developers weary of the excessive costs levied on them by proprietary console manufacturers such as Nintendo, Sega, and Sony. The inhibitory cost of converting prime titles to other platforms would also be significantly reduced.

The real power of the PowerPC range of chips lies in their ability to emulate other platforms operating systems. The repercussions for the interactive entertainment industry could be fundamental. Anything written on an Amiga that was Operating System (OS) legal, whether Power Amiga or not, could potentially run on any platform sporting a PowerPC chip; wiping out in a stroke many of the worries regarding where new talent is going to come from.



Could the proposed switch of Sega to use of the PowerPC chip herald a new era of less expensive software development across the board?

Of particular interest to all Amiga owners and coders will be the news that two of the main designers of the M2 technology, RJ Mical and Dave Morse, also happened to have been part of the 'big three' involved with the design of the original Amiga.

RJ Mical is on record saying he wished that he could employ all of the Amiga coders and sceners still active on the scene; admiring their "wild eyed, wild haired, enthusiasm for the Amiga" and its related wares.

That PowerPC driven hardware could help affect a power shift away from hardware manufacturers and proprietary Operating System developers is beyond doubt. That such a shift could revolutionise development practice and costs is the most exciting consequence of this potential.

HOW FAST?

Good news for potential purchasers of *Alien Breed 3D II (The Killing Grounds)*.

In one of the most ambitious Amiga marketing moves yet seen, Ocean are currently working on a deal with an unknown accelerator manufacturer to bring cut price expansions to *Alien Breed 3D II* gamers.

At the time of going to press, the deal was around 70% complete The accelerator type and specification is still to be announced. The discount on the boards could be as high as 50 per cent.

If other developers and manufacturers follow the Ocean/Team 17 lead, there could be interesting times ahead.



Ocean's bold marketing move with Team 17 could have opened the flood gates.

"Your bank manager will love you for buying this program."

Graeme Sandiford stresses the benefits of Money Matters 4

PAGE 76



VirtuaScape can be used within *Lightwave* to produce 3D landscapes.

New Lightwave Plug-in from the UK

Kryonix design have almost finished work on a new utility for *Lightwave* called *VirtuaScape*. This plug-in will enable *Lightwave*-users to generate 3D landscapes from within *Lightwave*. According to the author the results that can be gained are as good as those from dedicated landscape programs.

Some of *VirtuaScape*'s features include; control over environmental conditions like weather and lighting, shadow-casting clouds, trees and rocks, real-world scales and times of day. *VirtuaScape* should be available in April at a price of £54.99 and you can find out more or order a copy by writing to:
6 Kingsnorth Gardens, Folkestone, Kent, England, CT20 2QW.



The SX[32] is here – thanks to Eyetech.

SX32 COMES TO THE UK

The SX[32] CD[32] expansion module (see issue 82's Workbench and the Computer '95 show report in issue 80) has finally reached the UK market thanks to Eyetech. For £199.99 Eyetech will supply the unit along with a special Workbench 3 CD. The unit has several advantages over the rather disappointing SX-1 module not least of which is its superior engineering.

The SX[32] features standard Amiga serial and ports, video and floppy disk connections. It also has a 15-pin VGA monitor output and allows the internal fitting of 2.5-inch hard disks and a 72-pin SIMM. The unit has been well -received by the German and Polish Amiga press and we'll be giving it a good going over soon. For more info contact Eyetech on 01642 713 185.

SON OF The World of Amiga

The second World of Amiga show is set to take place on 13th and 14th of April. The show will be the first held by the Amiga's new-owners Amiga Technologies GmbH and they will be looking to reassure the industry and Amiga-owners of their commitment to the Amiga. It will be held at the Novotel Exhibition Centre in Hammersmith, London.

Amiga Tech. have promised a treat for all the family with various stands and activities including a Games Arcade, a Retail Area, a Presentation Theatre and competitions. Amiga developers and retailers will also be at the show with plenty of new products and bargains. You can expect to see:

Power Computing
Digita International
Scala UK
Hi Soft
Gasteiner
HiQ
Siren Software
Blittersoft.

We'll also be there along with our sister magazines *Amiga Shopper* and *Amiga Power*, so be sure to drop in and see us. Admission prices are £7 for adults and £5.50 for kids and tickets can be obtained by credit card by ringing the hot-line on 01369 706346.

Gopher the Internet Bundle

One of the knock on effects of the Surfer Bundle will be the proliferation of alternative services and bundles from third party developers.

Hi-Soft (0500 223660) already offer two alternatives: *The Surfing Starter Pack* and the *Surfing Super Pack*. Incorporating a mix of appropriate hardware and software – both packs include the Surf Squirrel Interface - the bundles could be your first step onto the morass of information that is the Net.



Still poised to take the potential browser market by storm, the Surfer bundle is a step in the right direction.

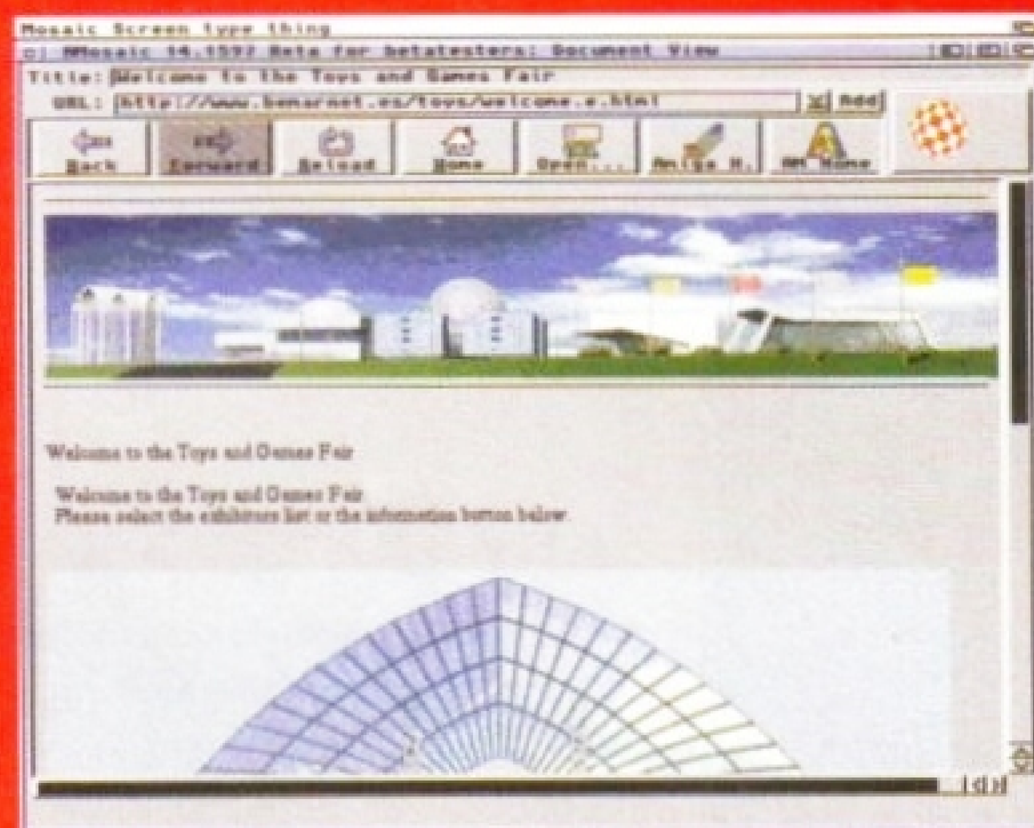
Another project in the pipeline from a well known developer and modem manufacturer includes a floppy/CD mix of software and Internet applications and an appropriate modem depending on the needs of the user. One of the hoped for programs will be an updated and easy to use version of I-Browse (see page 88). Final prices, specs, and the mystery developer will make an announcement sometime within the next couple of months.

NetCorner

DISNEY GO DIGITAL

Not only have Walt Disney turned to computer technology for the production of their smash hit animation Toy Story, they are also using the Internet to promote the film. After taking in an incredible $179.5m at the US box office, the film looks set to repeat its success over here.

The film's computer-generated characters have appealed to audiences of all age groups in the States and the Web site will introduce people in the UK to them through several means. Visitors to the site will be able to play several arcade games based on the film, view film clips, listen to sound bites and access a "play list" database that will direct them to their nearest cinema showing the film. The film opens on the March 22nd and looks like great fun. The address for Toystory is: http://www.bvi.co.uk/toystory/



Virtual fairs may be the future of trade conferences – you can buy and sell your products without leaving the office.

TRADE FAIRS GO VIRTUAL

BemarNet Management have just announced plans for several virtual trade fairs that are to be set up on the Internet. The first of these is the Virtual Toy Trade Fair which the company hopes will enable all kinds of businesses to buy and sell toys worldwide. Anybody can visit the site free of charge, but exhibitors will have to be prepared to meet a hefty £2,000 for a pre-designed stand. The address for the Toy Fair is http://www.bemarnet.es.

DEMON INTERNET

Demon Internet Services are enjoying a recent period of expansion and are introducing several new services. One of the new services is the ability to send faxes anywhere in the world over the Internet. They are increasing their bandwidth to the US which will improve access times to the States. And they are also offering a RealAudio service which plays sounds live from the company's web-server instead of downloading them and then playing them back.

If you want to find out more about what Demon Internet Services has to offer call them on: 0181 371 1234.

The Bradford Column



One of the defining aspects of Amiga ownership used to be a generous intravenous injection of smugness, administered immediately after the point of purchase. The best games with the best graphics, outstanding sound capabilities, the most useful utilities, the friendliest OS, even the fact that it was the most expensive 'home' computer all contributed to that comforting warm glow its owners felt.

While many of us wail and gnash our teeth in frustration at what has become of the whole Amiga experience since those halcyon days (which weren't that long ago), perhaps we should occasionally spare a thought for the manufacturers who produced the Amiga's rivals, Acorn and Atari.

Acorn, you say? Well yes. They tried. Really they did. Even to the point of calling the ST and Amiga a pair of turkeys in their ad campaigns (as in 'Don't buy a... this Christmas').

They desperately courted the affections of the software publishers and retailers, and although 'successful' would not be the first word that comes to mind to describe their attempts at mass market penetration (well, Zool and Manchester United eventually surfaced on the format, and it was spotted in several Argos window displays for a while) some schools and education establishments continued to buy the Archies.

They tried. Really they did. Even to the point of calling the ST and Amiga a pair of turkeys...

Where are Acorn now? Being bought by Apple apparently, according to whispers in the trade, for reasons unknown – but you can bet it wasn't for their mass market penetration.

Then there's dear old Atari. As recently as 1992 they unveiled an Amiga-beating home computer (the Falcon, in case you'd forgotten), which enjoyed tremendous software support from one or two publishers. For a few months. The management looked around them, 'consoles' they said to each other, and set about bringing the world's first 64-bit games machine to market. The ST? Dead. Falcon? Same.

Jaguar will soon be the name on everyone's lips, they decided. Only it didn't happen. Recently the console was reduced to a ú99 RRP. Did anyone care? Did anyone notice? Certainly not the software publishers. Or the retailers. Or the consumers.

So take heart, fellow Amiga owners. It is better to have an uncertain future than none at all. There are many publishers still developing software and peripherals for our machine, long after they've given up on its rivals.

Contact Dale Bradford by fax on 01633 896087.

The opinions expressed here are those of a Welshman who is an ex-retailer, but not necessarily those of *Amiga Format*.

"You can end up getting blown to bits all too often when you try to make your escape."
David Taylor seems to be fighting a losing battle...

STAR CRUSADER PAGE 40



niblets

ASIMWARE TO THE UK

Canada-based Amiga software publishers Asimware Innovations are bringing their range of products to the UK through the software distribution company Blittersoft.

Blittersoft will be stocking the *AsimCDFS 3.5* CD-ROM filesystem, the *Texture Heaven* CD and the *MasterISO* CD-ROM writer controlling software. Blittersoft can be contacted on 01908 261466 or at their web sites: http://www.mag net.co.uk/bsoft.

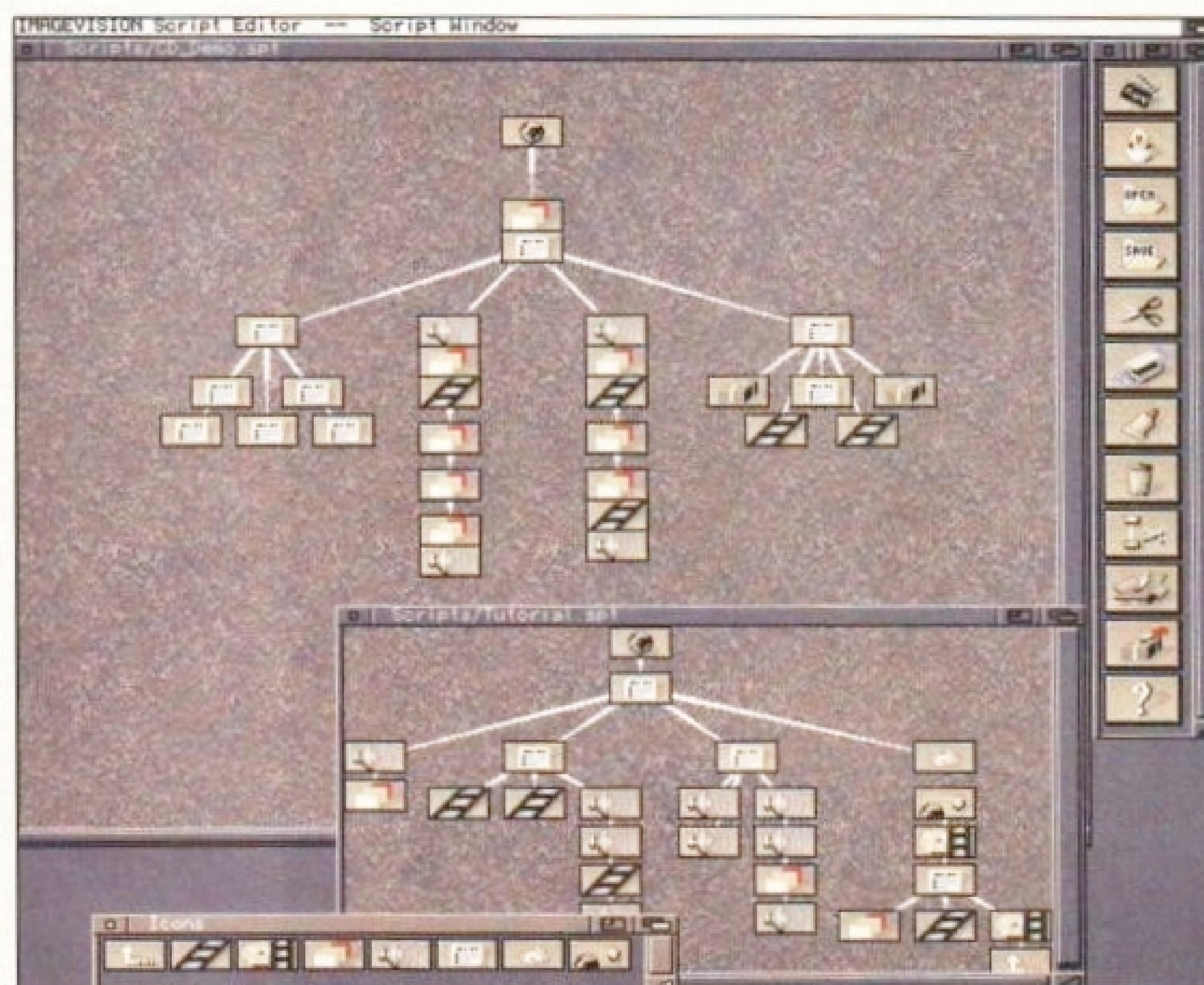
PENTIUM POWER

The Pentitrator is a new card for the Amiga 4000 that adds a full Pentium PC to your machine.

The Pentitrator card features high-speed RS-232 ports, PCI and ISA expansion slots, an enhanced parallel port, internal IDE and floppy connectors as well as room for 128Mb of DRAM.

Prices for the board start at $995 without a processor and will be available from Anti-Gravity Products on: 001 310 393 6650.

Multimedia newcomer



This may look confusing at first, but *ImageVision*'s icon-based interface means you don't have to wade through lots of code when creating a multimedia presentation.

ImageVision is a new authoring package that specialises in the creation of interactive multimedia presentations. Although the Amiga has plenty of multimedia authoring programs, *ImageVision* has some fresh new interface ideas that should make creating presentations that include pictures, animations and sounds easy.

The program's main interface works a lot like a flowchart in that you can place icons onto the screen and draw connecting lines between them.

There are icons already setup to display pictures, wipe between different screens, run slideshows, play sounds and display animations. Because of the program's graphical nature it's very easy to use and no programming experience is necessary.

Although prices have not been set, you can find out more about this new program by contacting the UK distributors Blittersoft on 01908 261466.

POWER AMIGA IS GO

Anyone visiting CEBIT in Hanover this March should pay special attention to Hall 14. Amiga Technologies will have a strong presence there and are reputed to be showing a prototype of the Power Amiga.

Details are scant concerning what software the company will be using to show off the hardware. *Amiga Format* will be there and you can expect a full report as soon as humanly possible.

A Question of Inventory

Confidential walks around the rumour mill pick up some disturbing whispers regarding our favourite machine. Allegedly, technical staff at Solectron informed Escom Gmbh that replacement of the current 14MHz 68020 processor with a 50MHz 68030 processor was technically feasible, relatively simple to do, and required minimal engineering and cost. Solectron also allegedly proposed the placement of two SIMM slots directly onto the A1200 motherboard.

Amiga Technologies allegedly rejected the proposal despite the fact that the difference in unit price between the 68030 and the 68020 is minimal. Could this be a smokescreen for the unveiling of the A1200 plus, or a sign of marketing incompetence? However, we can scotch an uglier rumour doing the rounds that the current Amigas are nothing more than excess stock and components that have been salvaged from the Philippines.



LIGHTWAVE COMPETITION

If you think you're pretty hot with *Lightwave* and want to get hold of some goodies while proving it, then you should consider entering the first annual *Light Speed* Animation Contest. The competition is being organised by the producers of the *Light Speed* video magazine (reviewed on page 74 of this issue) who will be giving away 1st, 2nd and 3rd prizes in each of 5 animation categories as well as a grand prize for the best animation over all.

The categories are; Best Logo Animation, Best Compositing, Best Character Animation, Best Short Story and Best General Animation. The prizes that are up for grabs range from subscriptions to *Light Speed* to some serious hardware. All entries must be supplied on SVHS, 3/4", 3/4"SP and BetaSP and the closing date is April 15th. To obtain the necessary forms visit: http://www.albany.net/~dwarner or write to:

Light Speed Animation Contest – 1996 C/O Digital Concept Productions
2763 West Avenue L suite 172
Lancaster, Ca. 93536. USA.

Comedy Review

A brand new national comedy magazine packed full of reviews, features and interviews with funny people. The debut issue profiles big comedy names such as Stephen Fry and Spike Milligan, full coverage of the new Fast Show series and a look at the secrets behind the success of Fawlty Towers.

Encounter the Web

The Internet is expanding and becoming cheaper to access – to discover the benefits for the Amiga user, join us on our 9-page voyage of discovery...

You may not be terribly interested in comms and the whole Internet scene, but do you really know what you are missing out on? The Internet is a huge resource, and with bundles of easily accessed information, gigabytes of files and software to download it is an Amiga resource which cannot be ignored. The Aminet has been running for a third of the time that Fred Fish has been collecting PD, and yet it is already around four times bigger. With the collapse of Commodore, it was the Internet which allowed remote users to keep in touch with what was going on. It is still the most lively and frequently updated source of Amiga information. Sit back and let us show you what awaits you online.

ON THE NEXT 8 PAGES

The World

The reason for the dramatic growth in Internet use over recent years is the realisation of a single concept. Join us as we find out why...

The Internet has been around for years. Since its inception to the present day it has mainly been used by academics to keep in touch with each other, pool resources and swap files for the greater good. The only reason anyone outside this rather exclusive circle has heard of the Internet is due to the concept and implementation of a new user-interface to the network, the World Wide Web and the browser programs that go with it.

Instead of staring at screens full of text, typing in arcane shell commands and above all, knowing exactly where you wanted to be before you got there, web browsers provide an easy to understand (well, easier anyway) way of accessing all this information. Most modern computer users, and even those with PCs, are familiar with the idea of a GUI (Graphical User Interface) and can quite happily navigate their way through the web, oblivious of all the complicated networking that is going on behind the scenes.

BUT HOW DOES IT WORK?

The major difference between the so called World Wide Web (WWW) and traditional comms services isn't really anything to do with technology at all, but more to do with concept.

When you connect to a WWW page with your browser, all that is coming down your phone line is the same old binary data. In fact, the majority of the data that is transferred is just ASCII text. The difference is that this text has special commands imbedded into it which pass instructions on to the software you run on your computer. These instructions tell the "browser" software in what part of the screen to display the text, what font it should be in and what colour etc.

This special text is known as HTML (HyperText Markup Language) and can include links to other computers on the Internet as well as links to image files, which your browser can then display on screen in the right area of the page.

Making the interface of the browser graphic orientate makes the World Wide Web much more accessible, and is really responsible for the surge of interest in the Internet.

***Savvy Search* is one of the more reliable engines for finding things on the net.**

WWW Browsers allow the user to move from one server to another simply by clicking on "links" displayed on screen. These linking items may just appear to be some highlighted text, or a little icon or even a small part of a bigger picture, but the embedded codes will tell the browser where it has to receive the next screen of information from. Whether it is another document on the same server, or on a completely different machine in a different building, country or continent.

The WWW itself only came into being in 1990, as part of a project developed at the CERN laboratories. Since then it has obviously become the fastest growing part of the Internet. But why? Surely not everyone has a great desire to read other peoples research into particle physics?

Well, you'd be surprised. But as more and more people created web sites, there was a lot of overcapacity, so little sites gradually built up with home pages from the creators, information about their hobbies and so on. It became cool on campus.

DOWN TO BUSINESS

Another very good reason for the popularity of the World Wide Web is that corporations have seen the opportunity to make money out of it. This is not all bad, because it enables companies to set up their own pages. These give more information than you could get in a 30 second TV advert, and unlike TV adverts, the consumer doesn't have to look at them at all.

This is beneficial to the general public because it means the companies involved actually have to offer their customers some real, tangible benefits. Possibly the most common example of this, since the groundbreaking Guinness ad appeared on Futurenet, are screensavers – visit our product site and read some of the things we have to say and you too can have a free gift.

Many companies now offer genuine services via their WWW pages alongside promotion of their products. You can order wine from Sainsburys, flowers from Interflora – you can even check out the best insurance quote for your new motor.

HOTTEST WEB SIGHTS



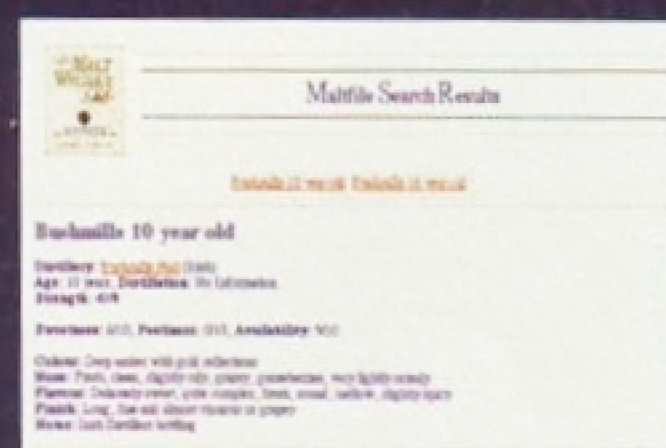
1 http://www.cs.cf.ac.uk/Movies/
If you have ever wondered what the name of Donald Pleasance's character in "The Great Escape" was, or how many films Lysette Anthony was in after "Ivanhoe", then this is the site for you – a huge searchable database of just about every film ever made.



2 http://www.syz.com
The home of the authors of the excellent *Digital Universe* – this site gives more info on this tremendous program and you can also download a demo version – but be warned, it is over 3Mb!



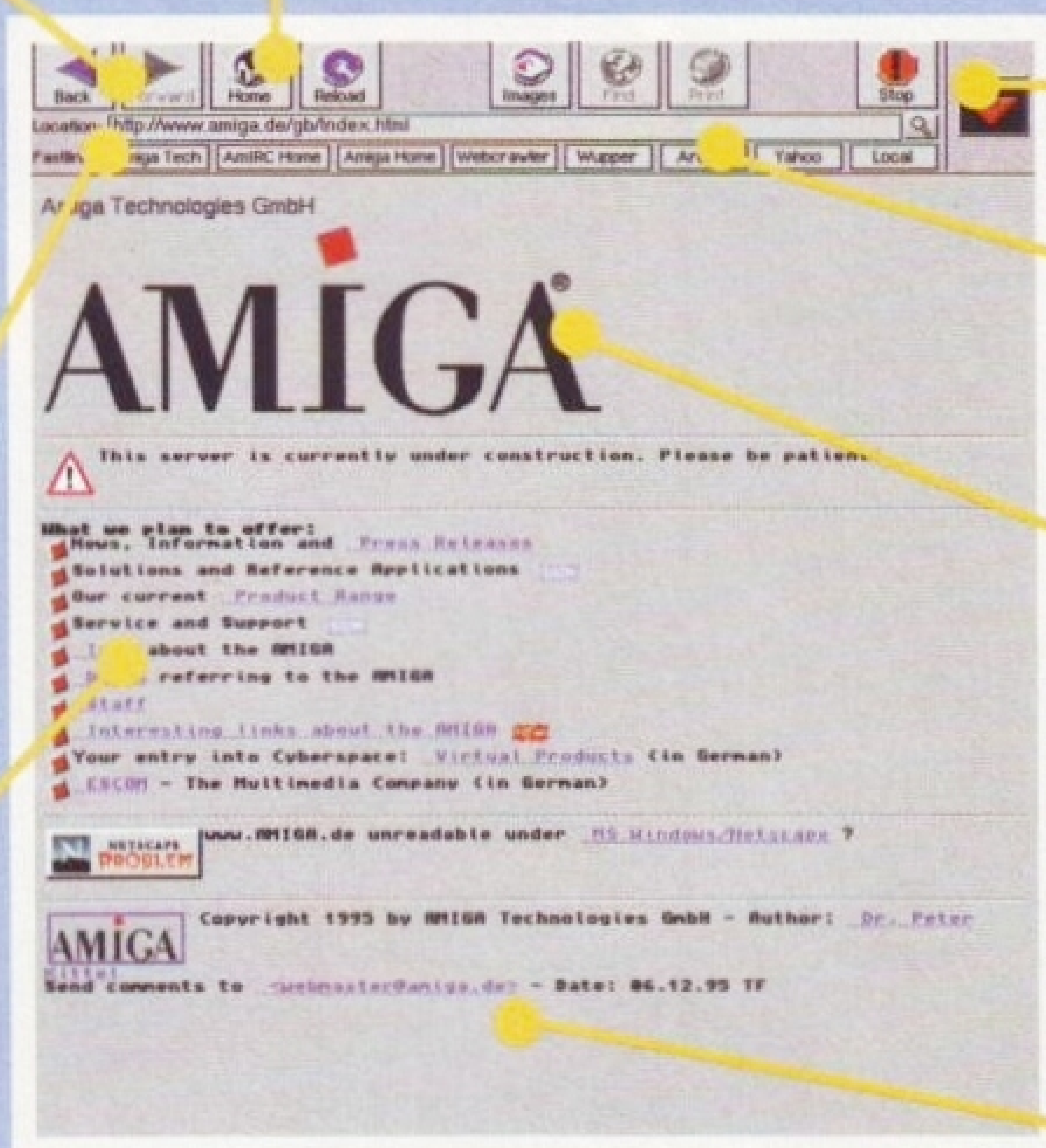
3 http://www.solucions.ad/Ezquerra/EzquerraHomePage.html
If you like comic artwork, and especially if you are a Judge Dredd fan, you shouldn't miss the homepage of Carlos Ezquerra, the original Dredd artist. It hasn't been going very long, but there is already a wealth of great art there.



4 http://www.scotweb.co.uk/whisky/maltfile/protected/maltfile_search.html
It would be impossible for us to compile a list of top sites which does not include this marvellous invention. Fill in a few details about your perfect whiskey, how peaty it should be, which region it should come from etc, and the server will do the rest, presenting you with a list of whiskey's you should try. Mines a Black Bush, cheers!

Wide Web

FOR MORE ON BROWSERS FOR THE AMIGA SEE AMIGANET ON PAGE 88



Most browsers cache the locations you have visited, so you can step back and forward through the sites you have already been to.

The "Home" button will take you to a default location – so you never need worry about getting lost.

The old animated logo. When something is happening, it moves to let you know that the whole system hasn't crashed, it's just trying to get some data from somewhere.

These gadgets allow the user to go quickly to an often visited, predetermined site.

The URL line gives the Unique Resource Location of the page you are viewing - it's just like an address really.

Graphics can slow down the transfer of pages, but most browsers give you the option of whether to load them or not.

Most WWW pages include links to other related pages, either on the same server or on a completely different server somewhere else.

Many pages include email links so you can send messages directly to the author of the site.

GIVE ME FREEDOM

At the moment you will find a lot of black web pages. This is a protest against American legislation to censor the net, by making server owners responsible for what's on their pages.

The World Wide Web has never had any form of censorship before, the contents of web sites have simply been down to the individual moral codes of the people that created them.

With the Internet being so hyped in national media, it was only a matter of time before the moral minority stepped in to spoil everyone else's fun.

BUT WHERE IS IT?

It can take a lot of searching to find anything immoral on the net. In fact, finding things you may want to look at is one of the biggest difficulties with the WWW. For this reason, many search engines have appeared. These pages allow you to enter key words like "Lego", or "Bricks" and then they try to match them to anything in their own database. Given the rate at which pages appear and disappear, you still can't find everything you might expect to.

Continued overleaf ➡

I DON'T UNDERSTAND

Q *How do I connect to the World Wide Web from my Amiga?*

A The first thing you need is a modem. The modem will be the link between your Amiga and a special computer server, known as a Point of Presence. Then you will need the browser, mail and network software for your Amiga. Amiga Technologies will be releasing a bundle containing a modem and the necessary software very soon.

Q *What does this Point of Presence thing do then?*

A The POP is basically a link to a big computer hard wired into the Internet. When you dial in, all the data you want to access is first sent to the POP, which then sends it down the phoneline to you.

Q *Isn't all this jolly expensive, contacting networks all over the world and that?*

A It is relatively inexpensive once you have all the hardware and software. Your service provider will probably have a POP within a local call distance of where you live. All you will pay for is the phone call, plus a monthly charge to the service provider for using their POP.

Q *Is there any other way of getting connected? I don't want to run up huge pone bills.*

A Many cable companies are considering offering Internet connection as part of their service. This would mean you wouldn't actually pay any call costs at all.

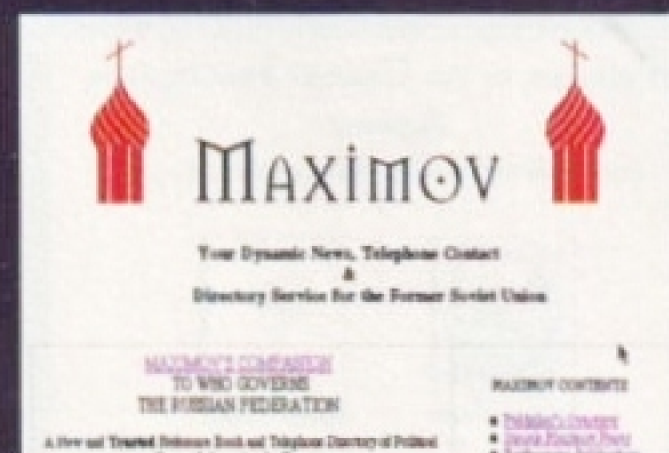
Q *But I live in a very remote area - there are no cable companies and I doubt if their is a POP close by.*

A There is still hope. A few companies are experimenting with a derivation of the pocket radio. This would mean you would connect your Amiga to a special transmitter/receiver instead of a modem. The connection would be a lot slower, but it would be free!

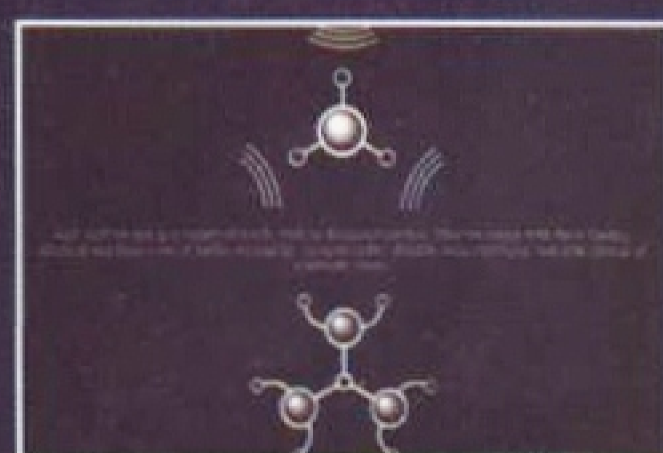
T WEB SIGHTS · HOTTEST WEB SIGHTS · HOTTEST WEB SIGHTS · HOTTEST WEB



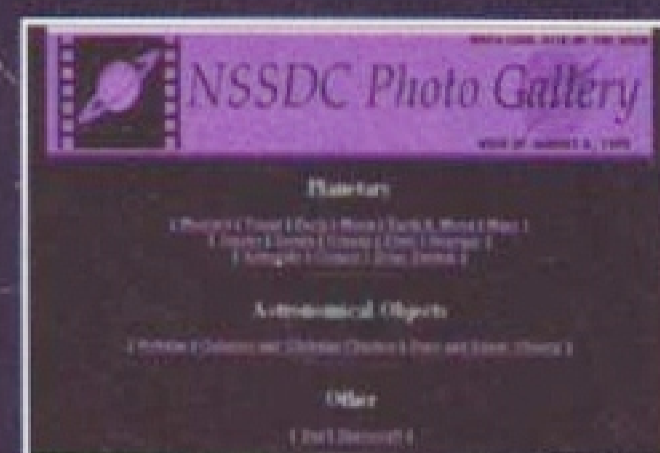
5 http://movieweb.com/movie/movie.html
Movieweb is the site to visit if you are thinking of going to the cinema in the near future. Although the great majority of the information here is corporate hype from the movie companies, you get more detailed information than you would from most movie mags.



6 http://www.maximov.com/
If you want to find out what is really going on in the former Soviet Union, this is the site for you. Personally endorsed by Michael Gorbachov, this site contains up to the minute news and comment on events in Azerbijhan, Chechnya and lots of places you've probably never heard of.



7 http://www.users.interport.net/~outpost/alula/bionicwords.html
This site has been included as a warning. It is terribly pretty, but also quite bonkers. Obviously, insane people have access to the net as well. Watch out.



8 http://nssdc.gsfc.nasa.gov/photo_gallery/PhotoGallery.html
This is the home of the NASA photo gallery. There are plenty of pictures from around the solar system taken from NASA space craft. There are also lots of details on past, present and future spaceflights.

← FOR MORE ON BROWSERS FOR THE AMIGA SEE AMIGANET ON PAGE 88

What the

Get hold of all the programs, files, pictures, sounds, objects and anything else you can think of the easy way – use FTP.



Amftp is an easy to use FTP program, which is included in Amiga Technologies "Surfer" bundle.

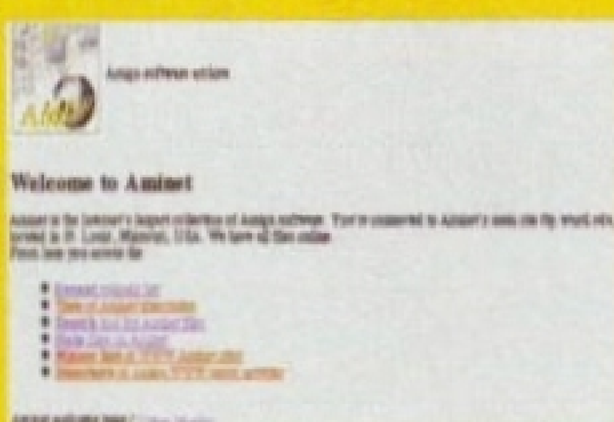
The World-Wide Web is all very well for frittering away your time and diving this way and that throughout the Internet, but if you know what you want and where to get it from, loading in all those graphical pages can be an annoying waste of time

It is hardly surprising then, that FTP clients and the sites they access are still so popular. Instead of spending all your valuable time downloading graphics and waffle, you get to what you want, faster. FTP stands for File Transfer Protocol (and also, confusingly, File Transfer Program) and it is the long established method of transferring a binary or ASCII file from one location on the Internet to another.

A link is established from the "client" computer through the Internet to the server where the files reside. Standard text is then transmitted back to the FTP client software, listing the current directory. By a series of simple commands the user can then move up and down directories on the host server, reading text files or downloading binary data.

WONDERS OF THE AMINET

The main Aminet site can be found at: ftp://ftp.wustl.edu/~aminet/ but there is also a UK mirror, several German mirrors and many more throughout the world.



What is the Aminet? Only the largest (over 4Gb) on-line resource for the Amiga known to mankind. Virtually every bit of PD software ever released is in here somewhere, as well as loads of documents, music modules, 3D objects, pictures and everything else you could possibly want. This is the source of the Aminet CDs (which unless you have free net access, will probably work out a lot cheaper than downloading even a few dozen files from the main archive) the latest of which you will find reviewed on page 81.

ANONYMOUSLY YOURS

You will often hear FTP sites described as Anonymous FTP sites. The reason for this is that the established protocol for FTP requires you to logon to the host server. Obviously if you have never been there before, this would be impossible, so most sites allow "anonymous" logins.

The username is given as "anonymous" and the password is just your email address. Almost all FTP software is configured to transmit this information for you, so you don't have to worry about it.

Some servers do make some vague checks as to the authenticity of the email address given, and it is only fair to tell the people whose computer you are using who you actually are, so it isn't really worth just making one up.

Thanks to the multitasking nature of the Amiga, and indeed, the multitasking nature of the links established. It is possible to download more than one file at once. This isn't as stupid as it sounds. Often the bottleneck in transfers comes between one of the links between computers along the way. It follows then, that if you need to download a number of files, especially from different sites, the quickest way is to download them all simultaneously. Otherwise your paying for bandwidth you're not using.

ALL FOR ONE

Although there are plenty of Amiga specific FTP sites, you shouldn't neglect some of the other excellent resources out there. With a few helpful utilities you can also make use of sound and image files primarily intended for the Mac and there are also some sources of generic binary data.

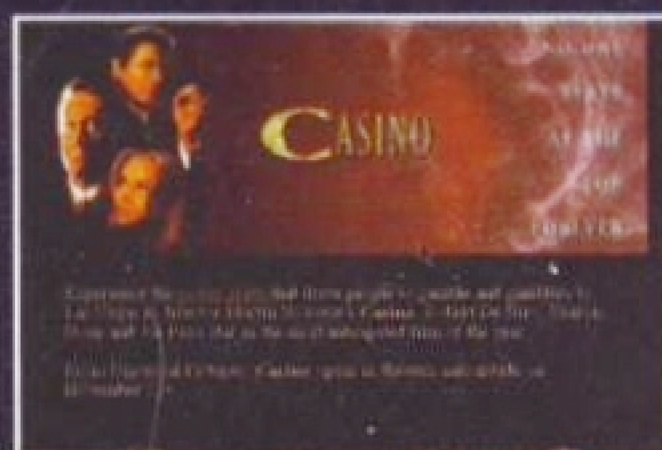
Of course, the most accessed Amiga resource is undoubtedly the Aminet site and it's various mirrors across the world. Virtually every Amiga PD program as well as many support files and demos of commercial products are available here.

FAIR EXCHANGE

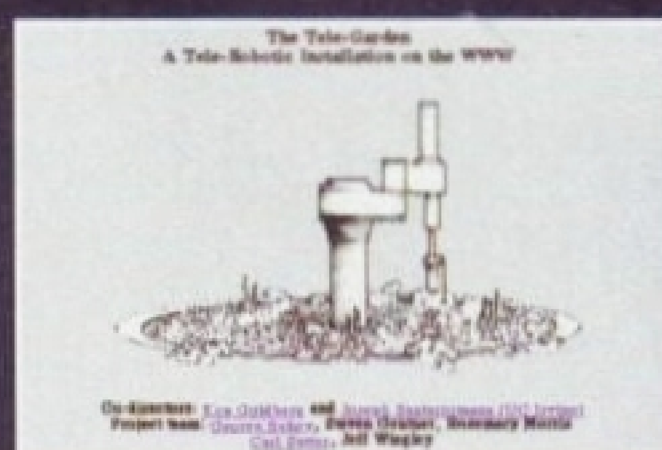
Of course, FTP enables you to send files to remote locations too, but obviously you can't just copy stuff willy nilly onto other peoples machines.

Usually areas which accept file submissions have special locations or directories for you to send files to.

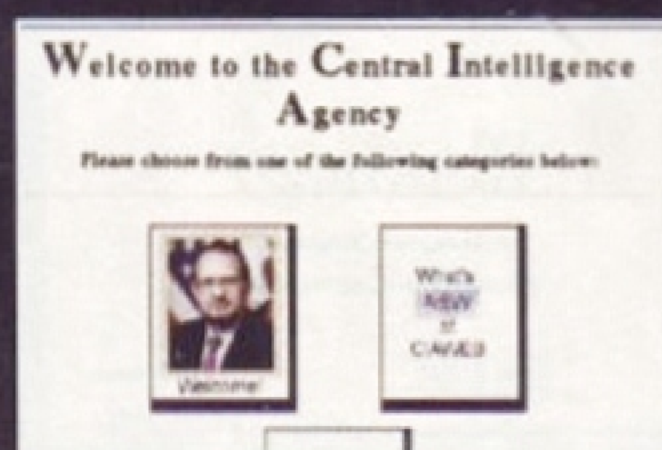
HOTTEST WEB SIGHTS HOTTEST WEB SIGHTS HOTTEST WEB SIGHTS HOT



9 http://www.mca.com/universal_pictures/casino/index.html
Another place to keep up to date with the latest movie releases, this is where Universal showcase top films like Casino.



10 http://www.usc.edu/dept/garden
Why not take part in a robotics experiment? This roboticised garden allows you to plant, water and watch things grow.



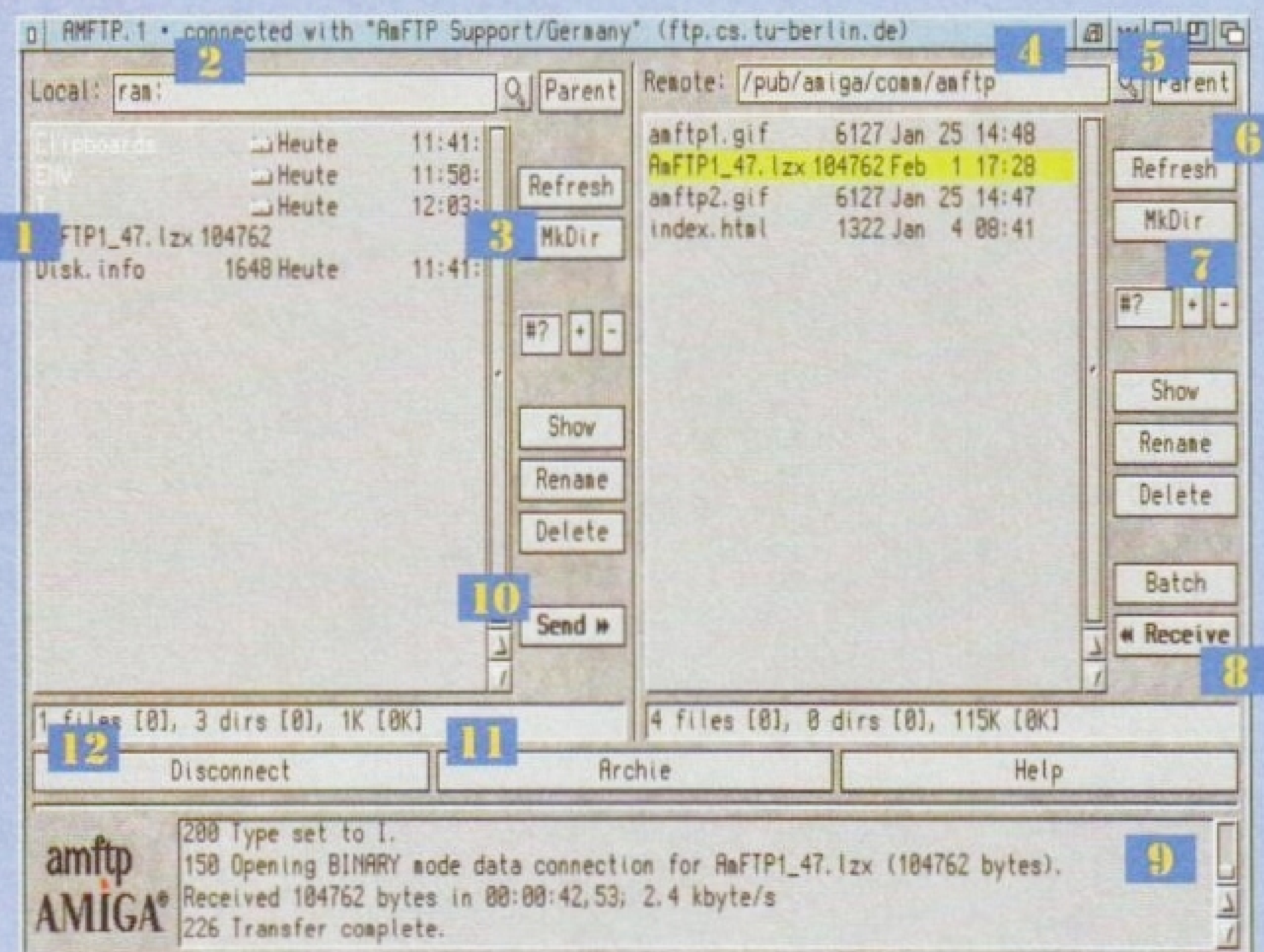
11 http://www.odci.gov/cia
A clandestine intelligence agency with a web site? Only in America. Here you can find out loads of info about the current chief (apart, presumably, from his home address), and even find out what jobs they have going, and how to join! Quis custodiet ipses custodies eh?



12 http://okra.ucr.edu/okra/
Lost someone? The Okra search engine is dedicated to email addresses, so you can track down those you know to be on the net, but don't know their exact address. You can also enter more details about yourself so people can find you. With over 3 million entries, it's still far from complete – but it's a start.

hell is FTP?

ANATOMY OF AN FTP CLIENT PROGRAM



1 Using Amftp, files appear in lister windows, just as they would with a file management program like *Opus*

2 The pathname of your local disk for file downloads can be entered here.

3 This software even includes a gadget to let you create new directories for your downloads.

4 The remote path is basically the URL address of the ftp server you are connected to.

5 Clicking on this button will bring up a requester allowing you to easily navigate between directories.

6 Clicking on this button will refresh the directory listing, so you can see if more files have been added while you are connected.

7 A filter gadget allows only certain filetypes to be selected, eg "#?.gif"

8 When you have selected the desired files from the lister window, clicking here will access the remote site and "download" them.

9 The information window let's you know just what is going on and gives a complete transfer log.

10 The Send button is used to transfer files from your computer to the remote site.

11 Archie is a search tool used to find specific files. Sometimes it can actually be very useful.

12 The disconnect button will, rather obviously, terminate your session with that particular FTP site.

I DON'T UNDERSTAND

Q ***What is the difference between accessing a site with your FTP program or your web browser?***

A The FTP client will simply gain access to a server and give you a list of the directory you have asked for. You don't get a huge page full of graphics and text, just a directory listing.

Q ***Well, how do you move about then?***

A You can move up and down directories using the ftp software, just as you would with a file utility such as Directory Opus.

Q ***How do I download a file then?***

A Just double clicking on a file will cause it to be transferred to your computer (the FTP program will have a default directory for such downloads). Then you can do whatever you like with it.

Q ***I keep seeing things about mirrors. What the hell is a mirror?***

A Because popular sites are inundated by download requests, they can easily be overloaded, and because sometimes they are in a far off part of the network, mirrors are set up. A mirror is a duplicate of the original site, but run from a different server, usually in a different country.

Q ***So, can I just download files and run them straight away?***

A They are archived usually, to save space on the server, and to reduce transfer time. Amiga files you find will usually be in LHA format.

Q ***What's all this Gzip nonsense then?***

A Some systems aren't capable of transferring binary data via FTP. In these cases, the files are archived and then encoded into ASCII text for transfer. This is usually more common on Mac and PC sites

Continued overleaf ➡

HOTTEST WEB SIGHTS



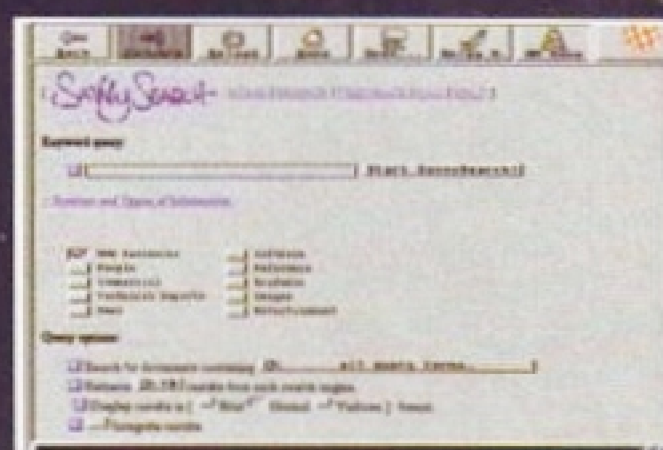
13 http://members.aol.com/MelroseTV/navel_acadamy.html

Somewhat bizarrely, this site is dedicated to the belly buttons of the female cast of "cult" American TV show Melrose Place. Those crazy Americans eh?



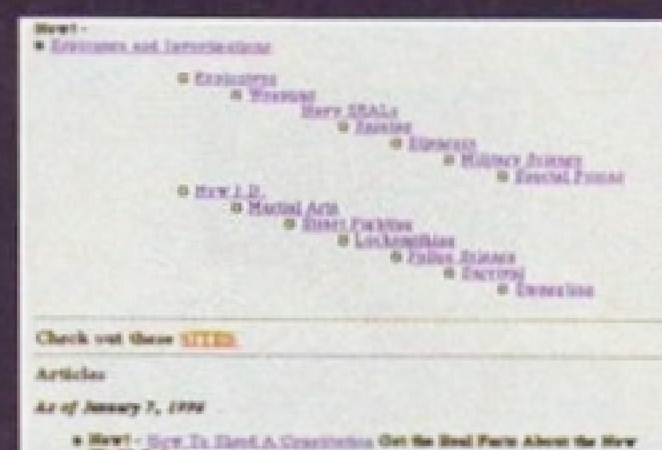
14 http://www.kodak.com/daihome/dc40

Certainly one of the more stylish home pages are those of Kodak. The site includes an interesting "walkaround" of Kodak's new DC40 digital camera.



15 http://www.cs.colostate/~dreiling/smartform.html

Savvy Search is probably the best search engine on the web – because it uses all the others. Submit a request here and it will automatically contact a selection of other search engines and collate the results for you, Now that's smart.

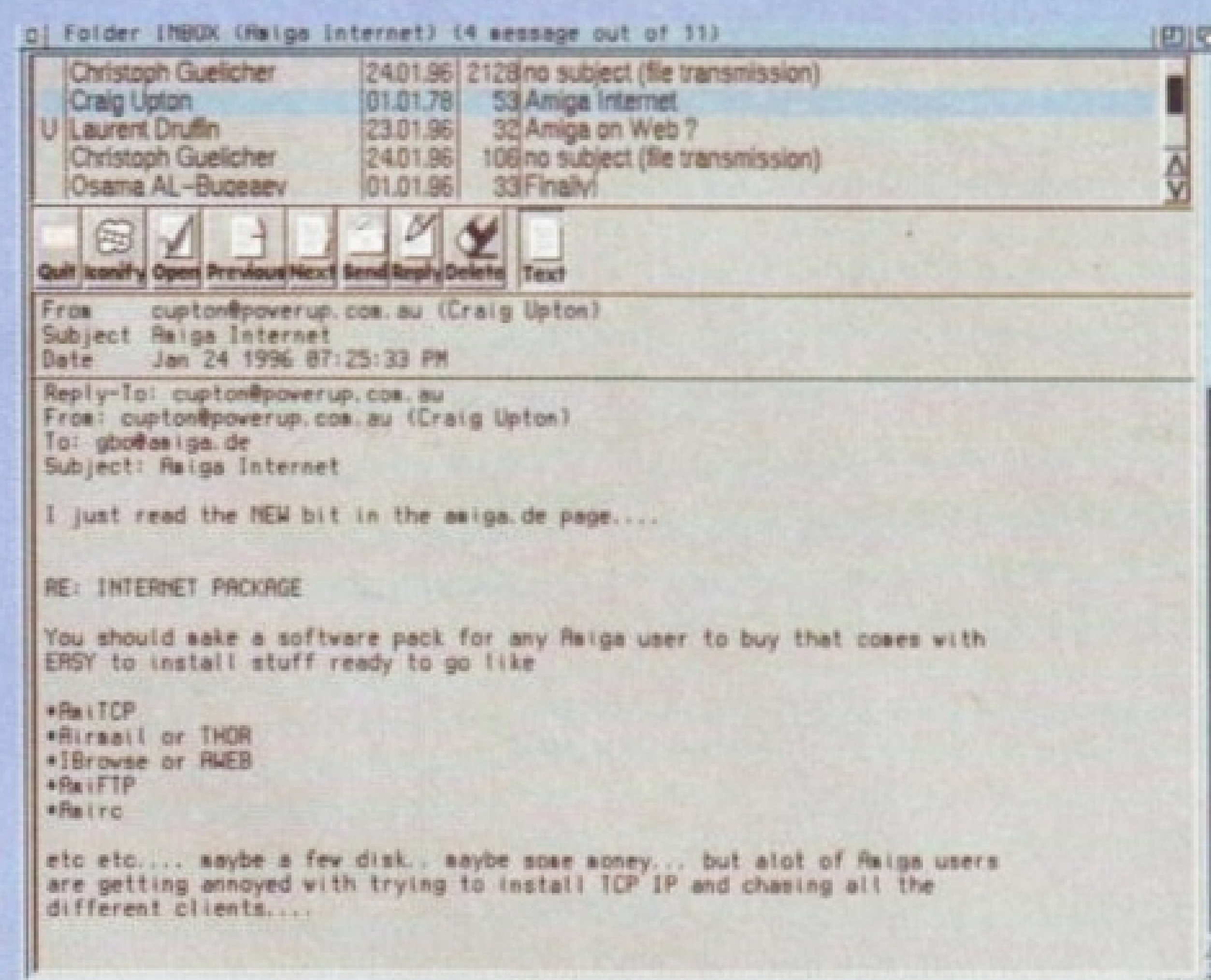


16 http://www.xmission.com:80/~seer/mcw/index.html

If joining the CIA doesn't really appeal to you, you might want to join "the other side". No, not the KGB, the organised anarchists. And this is where to find out all about various counter-intelligence strategies.

Your digital

Keep in touch with distant relatives, argue with complete strangers and upset the President of the USA – it can only be email...



Receiving mail electronically is very fast, efficient and fairly eco-friendly.

Sometimes the more interesting aspects of the Internet are those which rely less on technology and more on other people. It is interesting that by far the most used aspect of the Internet is simple email – sending an electronic message to someone else.

The fact that most large bulletin boards and more conventional on-line services have email gateways to the Internet may be partly responsible – you don't need to fiddle around configuring all sorts of different bits and pieces of software just to send an email message.

But email is more than just chatting with your mates. An email is far faster than a letter – a reasonable time for a message to America is around 20 minutes. It is cheaper than phoning too, if your service provider is only a local call away. And, it can be even more secure than either of these methods.

SAFE AS HOUSES

Thanks to the evolution of computer aided cryptography, it is now possible to encode and send messages in all but perfect security. There are several systems available which will encode text using a Public key system, the most notable of which is PGP(Pretty Good Privacy). These systems are not totally secure, but you would need a spare afternoon and a Kray or two to crack the code. Systems like this make text communications secure enough to transfer financial details across the Internet.

But as well as cheap, secure communications, you can also join in discussions with other people and find out what's going on in the world with the Usenet newsgroups.

NEWSGROUPS

Think of Usenet as a gigantic global bulletin board, used by people all over the Internet to chat, fight, swap programs and do all the other things which people get up to.

Usenet is free. You can use it to post a technical question about your hard drive, or discuss the fundamental differences in Warp Drive technology between Galaxy and Explorer class star ships. You can take part in heavy weight political discussions, or spend your time reading jokes.

But what actually is Usenet? Usenet is not an integral part of the Internet, it merely makes use of it (and various other networks) to propagate around the planet. There is no central Usenet site, your local service provider stores the last few days on incoming news, and passes on any it receives. Using a newsreader program you can tap into the stored messages, download them, read them, and if you wish, post some of your own.

At the moment there are at least 14,000 different newsgroups making up Usenet and there are several local groups on each providers site too. The newsgroups cover practically every subject you can think of, and a whole lot more besides. To make some attempt at organising them, they are

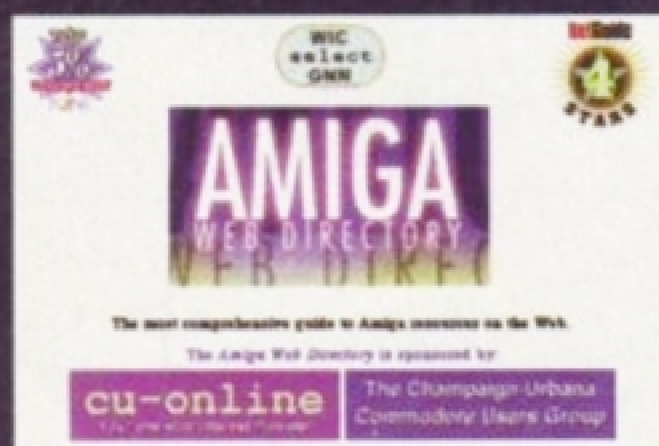
MAIL BONDING

Both Usenet and electronic mail are text based systems. They were designed to carry only text, and not binary data such as programs, images or sound samples. However, it's possible to convert binary data into text and included that in messages and emails using a utility such as UUENCODE.

This program takes a binary file and converts it into text. The text may look like gibberish, but when used with a UUDECODE utility out pops the original binary file. This is how newsgroups can carry images or programs.

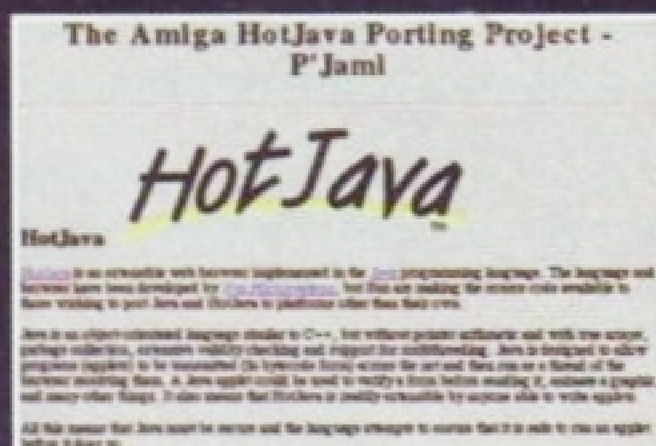
Several Email programs support MIME, the Multipurpose Internet Mail Extensions. MIME uses a similar technique to bundle up all sorts of data (anything you can store on disk in fact) and converts it into a form suitable for transmission by email. The binary data is "attached" to the email, and when it is received the files are automatically reconstructed.

HOTTEST WEB SIGHTS



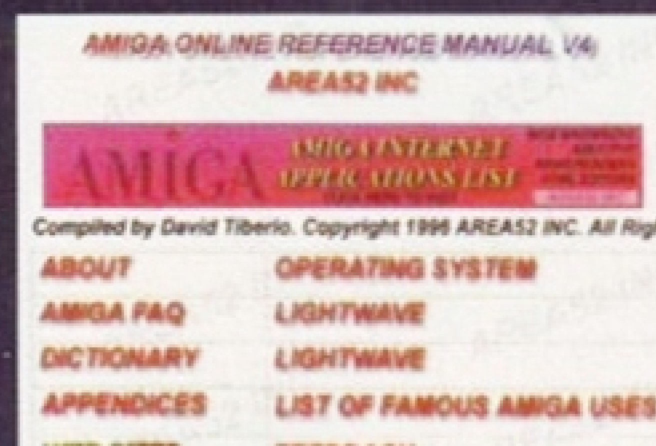
17 http://www.cucug.org/amiga.html

The Amiga Web directory maintained by the Champaign-Urbana user group is possibly the most extensive Amiga-related web site anywhere, and should be a port of call on your wanderings.



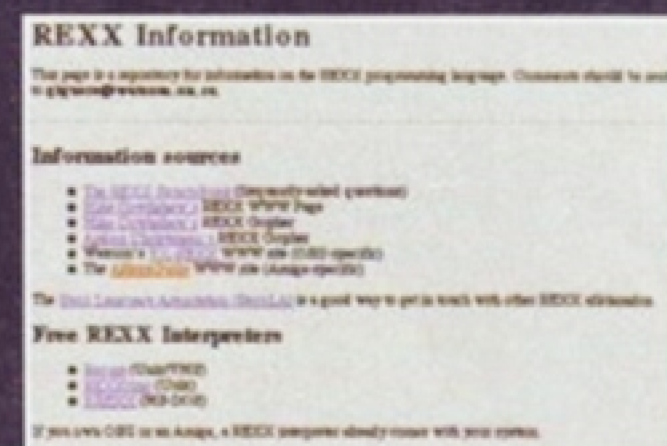
18 http://metro.turnpike.net/N/NiallT/hotjava.html

Will *Hotjava* ever be translated to the Amiga platform? Keep yourself up to date with this exciting development by calling in at the development home page.



19 http://www.melizo.com/area52/

If you ever have any questions about your Amiga hardware, the AmigaDos operating system, or even *Lightwave*, why not pop in to the on-line reference manual? This site has loads of information about various Amiga computers, as well as some interesting tales of the more bizarre uses of the world's most versatile platform.



20 http://csgrs6k1.uwaterloo.ca/~giguere/rexx.html

All you ever really wanted to know about REXX and ARexx. This site might not be graphically inspired, but there is a lot of useful information and source codes here for coders.

postbox

sorted into hierarchies: for example, the comp.* family include groups to do with computers. The groups beginning with comp.sys.* are related to specific computers, and so you'll find newsgroups such as **comp.sys.amiga.an-nounce** and **comp.sys.amiga.networking** in this family tree.

There are several distinct hierarchies, and some of the more important are:

alt: These newsgroups are never moderated and therefore contain many "whacky and offbeat" subjects.
comp: Computer science groups.
news: Groups containing information about news networks and news software. An excellent source of information about Usenet and how to use it.
rec: Recreational groups, so full of hobbies, arts and sports related groups.
sci: Science newsgroups
soc: Social issues newsgroups
talk: Debate newsgroups
misc: If it doesn't fit anywhere else.

Some of the groups are moderated, especially those not in the alt.* tree, and in these cases any posted messages must be passed by the person in charge before they appear. Obviously this doesn't appeal to everybody, which is why the alt.* groups are so popular and bizarre.

Some groups are for announcements only, and so it is not possible to post to them.

USEFUL EMAIL ADDRESSES

As well as emailing people you know, why not try these addresses?
hisoft@cix.compulink.co.uk – Amiga developers, and creators of the Squirrel.
almathera@cix.compulink.co.uk – The people behind Photogenics and numerous CDs.
darsy@spuddy.mew.co.uk – our own net guru and accomplished drunk, Mr D. Irvine.
amformat@cix.compulink.co.uk – Guess. But remember to include the right subject!
president@whitehouse.gov – The President of the USA. God bless America.
gbo@amiga.imnet.de – Gilles Bourdin, Amiga Technologies spokesperson.
oracle@cs.indiana.edu – The ex-Usenet oracle. Send it any question (put "tell me" in the subject line) and in a short while you will receive the definitive response.

Each group consists of typed conversations, usually about their chosen subject. A typical "thread" is started when someone posts a question or makes an observation: subsequent postings share the same topic and carry on as long as the subject is interesting.

ABSOLUTE BEGINNERS

If you are a total beginner, there are a few things you should do. The first is to take the time to find the right group to post in. Join several groups and read them for a while to see if your posting would be relevant. You should also read the "FAQ" or Frequently Asked Questions posts. Some groups post their own FAQs regularly, but make sure to join the group **news.newusers.questions** and **news.announce.newusers** as this will explain the various vital pieces of information you need to know in order not to get flamed.

Don't be afraid to take part though: you'll find Usenet one of the most useful and informative areas of the Internet. No matter if you have a technical question or a desire to talk about shoes, you'll find other people willing to help or chat with you.

Continued overleaf ➡

I DON'T UNDERSTAND

Q ***I often use a local bulletin board. Can I email anywhere on the net from there?***
A **Probably. Most BBS systems have an email gateway these days, but sometimes you have to use a special address, and it may be more complicated to receive mail. Ask your sysop for more details.**

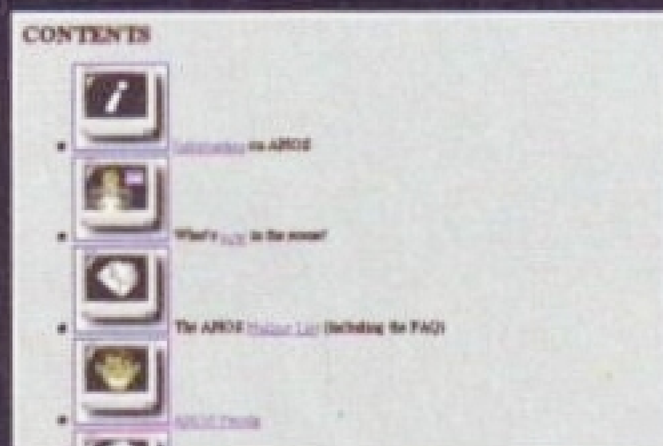
Q ***I know someone in a far off land who has an email address, but I don't know what it is. How can I possibly find it out (without asking them because that would be cheating).***
A **Aha! There are a few WWW sites which are basically huge databases of peoples email addresses. Okra is one of the more efficient ones (see our site guide on page 20).**

Q ***What is the difference between ordinary mail and the newsgroups?***
A **Newsgroups are public forums for discussion. Any message you post there can be read by anyone accessing the service (and obviously, vice versa).**

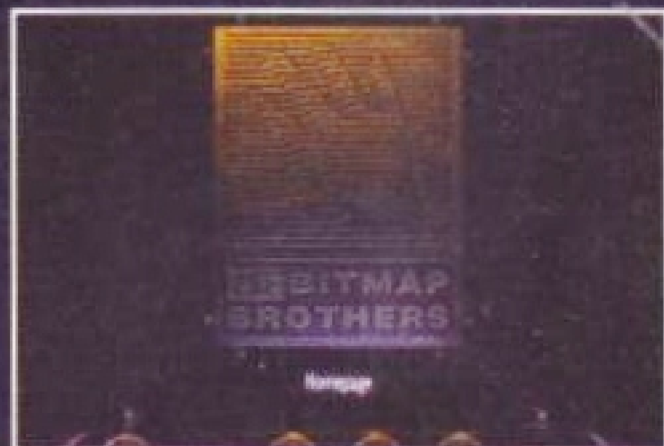
Q ***People in the newsgroup have started saying nasty things to me because I don't understand what is going on. Should I fight back or just sulk?***
A **Most Internet users are very friendly, but you could upset people if you "break the rules". Find out if there is a FAQ (Frequently Asked Questions) file for the group and read it – you are probably asking the same old questions or breaking some primitive taboo.**

Q ***I heard there were lots of neat things you can do with email, like remote FTPing, anonymous posting and all sorts of other hoopy things.***
A **Indeed you can, and Mailbase can help you. Send a message to mailbase@Mailbase.ac.uk and include the following text: "send lis-iis e-access-inet.txt ". You will receive a very interesting document in return.**

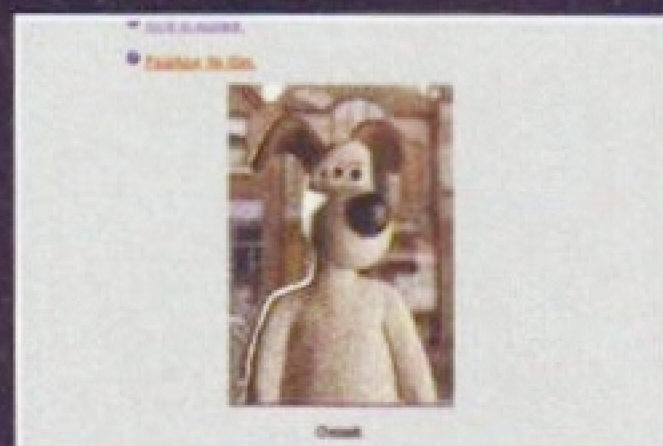
T WEB SIGHTS · HOTTEST WEB SIGHTS · HOTTEST WEB SIGHTS · HOTTEST WEB



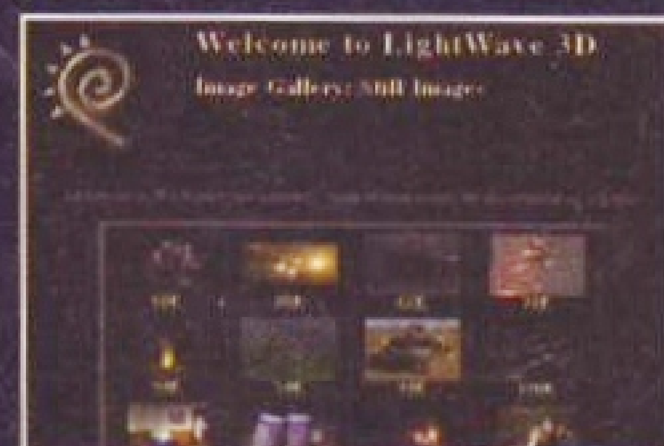
21 http://dragon.res.cmu.edu/achurch/amos/
Another programming site, which may explain the rather minimalist front ending. However, there is lots of information here for Amos programmers of all abilities.



22 http://www.Bitmap-Brothers.co.uk/
The Bitmaps are probably one of the more successful game developers, and their newly constructed web site is as slick and smooth as you would expect. Here you can find out about forthcoming releases, and there are also plenty of tips on some old classics like *Chaos Engine* and *Gods*.



23 http://bchannel.avonibp.co.uk/productioncos/aardman/aardman.html
Aardman animation is the Bristol based company behind that successful animated duo, Wallace and Gromit. This site not only has nice pics of your favourite characters, but also explains how the animations are put together.



24 http://www.newtek.com/medium/lw-images.html
The most famous piece of Amiga software has it's own online gallery. Not as vast as some other sites, this is the official *Lightwave* domain and has some useful product info too.

Give it some

Who needs real social intercourse when you can make new friends on the Internet's real-time chat service?

Configuring AmIRC is simple enough. There are quite a few servers to choose from too.

Fancy going to a party? This is no ordinary party – it's happening 24 hours a day all over the world. People from any country in the world pop in, say hi, meet or make friends and then leave again. This is IRC.

Internet Relay Chat is a lot different from Electronic Mail and Usenet, because it's a "real time" system. When you use IRC, the messages you type appear within seconds on the screens of all the users world wide. Everyone wishing to take part connects to an IRC server machine and of course, in true Internet tradition it doesn't matter very much where the server is physically located. Any messages sent or received are then shared between all the participants. There are many of these IRC servers scattered all around the internet, and they are all inter-connected to each other – or at least to the other servers making up the same network.

Now we're starting to get a little complicated, but all you need to know is that there are many servers and at least three networks: EffNet, Undernet and Dalnet. Which one you use is only a matter of convenience, and all software is compatible. Thus, in theory at least, if your friend connects to a server in London and you connect to a server in America, you can still communicate as though you were using the same server. In practice there are sometimes unfortunate situations called "netsplits" which can temporarily separate people on the channel – so if a load of people suddenly stop talking altogether, don't be concerned.

CHANNEL HOPPING

There are a great number of people using IRC all the time, and you might imagine that if they all tried to talk at once there would be total chaos. To avoid this, the IRC system splits the conversations into different "Channels". Each channel is like a separate room where users can meet to discuss given topics of conversation.

There are hundreds of channels such as #amiga and #amiga-cafe, and anyone can create a new one if they want to start a new subject. Moving from one channel to another is easy, and if you want, you can join several at once.

THINK OF A NAME

When you start your IRC system going, you will have to think of a nickname. Everyone on IRC writes under a short but catchy nickname and you can't be the exception. Some users pick the most ridiculous thing that comes to mind, some try to pick cool or hard sounding names and some pick deliberately misleading pseudonyms. If you are female, it might be a good idea to start off with a good male sounding name for a while.

Think of IRC as a separate Internet utility like a Web browser or an Email system. You will need a special IRC "client" program to communicate with the server on your behalf. Using Telnet to login to a remote server is also possible, but a client program is always much faster and easier to use.

Before you get started, some words of warning. Using IRC can be

ARE YOU BEING SERVICED?

Getting a good service provider is the key to trouble-free net access. Ideally you will want one with a local Point of Presence, and one who can provide help for Amiga owners. That's where it all falls down really, because none of the service providers officially support the Amiga, although the most popular one with Amiga owners seems to be Demon, so at least you can ask the other Amiga owners on-line for help. Which service is the best financially will depend on how much you use the Internet. Most service providers charge a flat rate, give you so many hours of free access per month and then levy a small charge for every hour more than that you use. Here is a small selection:

Demon Internet 0181 371 1234
Compuserve 0800 289 387
Pipex Dial 0500 474739
UK Online 01749 333300

HOTTEST WEB SIGHTS

25 http://www.cs.unc.edu/~barman/vegetarian.html
Meat is obviously murder – but do plants have feelings too? Find out everything there is to know about the health implications of vegetarianism, and pick up some interesting recipes.

26 http://www.mastercard.com/
An evil commercial empire sure, but it also has a very comprehensive section regarding shopping on the Internet plus some rather interesting link pages.

27 http://www.freud.co.uk/
A rather confusing but amusing site, whose primary function is to advertise a brand of vodka, but just to upset them, I'm not going to mention which one. Hurrah!

28 http://www.vetmed.ufl.edu/wildlife.html
Have you ever wondered how to teach crippled baby ostriches how to walk again? Well, you can find out this and a lot more about wildlife and a career as a vet here.

old chat

YOU CAN KEEP UP TO DATE WITH DEVELOPMENTS ON THE INTERNET WITH NETCORNER, EVERY MONTH IN OUR NEWS PAGES, AND AMIGANET.

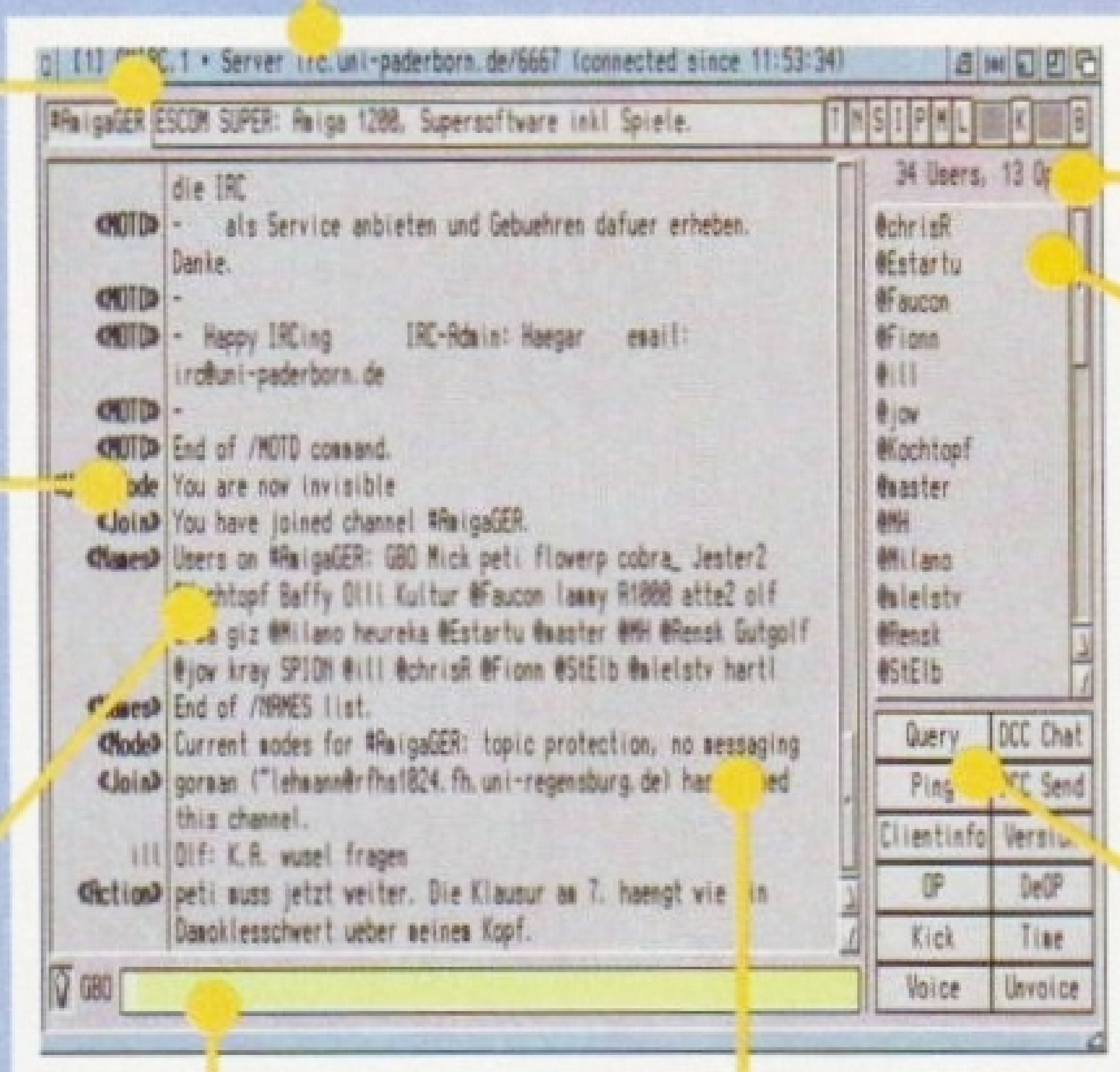
This gadget will show you the current channel you are joined to. Normally there will be a choice of dozens of active channels at any one time.

The top bar of AMftp tells you which server you are connected to, and when you joined so you can keep track of time.

You will be kept up to date with how many users are online in your current channel.

The margin is used for displaying control information about the message that follows, otherwise things can get confusing.

This window displays all the nicknames of people currently on the channel.



When you first join a channel you will, by default, be given a list of nicknames of people already there – so you know if any of your chums are on-line.

This text window will show what you are typing – the message is only sent when you hit return.

The server will keep you informed of people joining and leaving the current channel.

You can query the IRC client for various types of information at any time.

horrifyingly addictive. If you access the Net via a dial-up link from home, make sure you keep track of the time you spend on-line. Try and keep your access to weekends or evenings when the cost is lower. You will see many people who seem to spend their entire lives plugged into IRC – remember that many of them will be students and those working in offices who effectively have free access.

Amiga owners have a lot to gain by making use of IRC. It's an excellent way to discuss programs with other users, and it is also possible to send and receive binary files such as shareware utilities and demos. You'll soon make a lot of friends!

KNOW THE LINGO

Address: Either an email address, which is a unique ID of another Internet user which you can post mail to, or a WWW address, which is the URL of a website.

Archie: An Internet program which will search FTP sites to find a desired program.

BBS: A Bulletin Board System. A dial up site you can connect to using conventional comms software (like Ncomm or Term). Some allow email access to the Internet.

Binaries: A term used to describe binary files, usually programs or data files, and distinguish them from text files. Binary files are often compressed or encoded.

Browser: The software run on your local computer, which interprets all the HTML data you receive from the WWW and displays it as text and pictures on your screen. There are many different Browsers available for the Amiga (see page 88)

Client software: A client is software which runs on your computer to allow you to perform some particular Internet function. Amftp and Amlrc are clients.

Download: To receive a file from a remote source (which could be a local BBS) and store it on your own computer.

E-mail: Short for electronic mail, it is a quick and convenient way of sending messages to other users of the Internet.

FAQ: Frequently Asked Questions. To save endless repetition, most newsgroups or ftp sites have a file containing the questions new users normally ask.

FTP: File Transfer Protocol. A way of sending and receiving files from other computers on the Internet.

HTML: HyperText Markup Language – the codes used to generate WWW pages.

Internet: A vast network of computers all over the world, which YOU can access.

Modem: Modulator/Demodulator. This is the box which translates information into audio data which can be sent along phone lines.

Newsgroup: A conference group where people can discuss worthy and unworthy topics.

PoP: A Point of Presence – a local phone number where you can dial in to your service provider.

Server: A computer which stores WWW pages or files which can be accessed via a network.

Service provider: A company which allows you to connect to the Internet via it's computers.

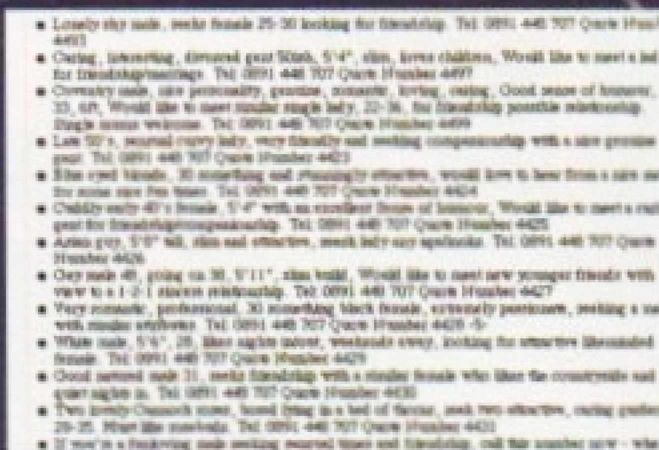
Usenet: A huge text-based message area of the Internet.

WWW: Short for World Wide Web – the pretty face of the Internet.

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29 http://www2.disney.com/static/News/docs/HM_T/home.html
More evil commerce I'm afraid, but at least the Disney site has some interesting online games and plenty of excellent graphics.



30 http://www.lovenet.co.uk/dating/messages.htm
If you are spending too much time on your computer, you soon won't have a social life – but you can get a new one here, the home of Internet dating in the UK. Some of the ads are quite amusing if nothing else.



31 http://underground.net/~koganuts/Galleries/sttos.html
You can never escape Star Trek. And why would you want to? It's great! And here is a site dedicated to everything in the original series. Even the useless lizard creatures that Kirk beat up in "Arena" have a page.



32 www.futurenet.co.uk
Well, let's face it. I would've been sacked if I didn't mention Futurenet. But it is phenomenally popular, and does feature regular news updates as well as the homepage of your favourite magazine.



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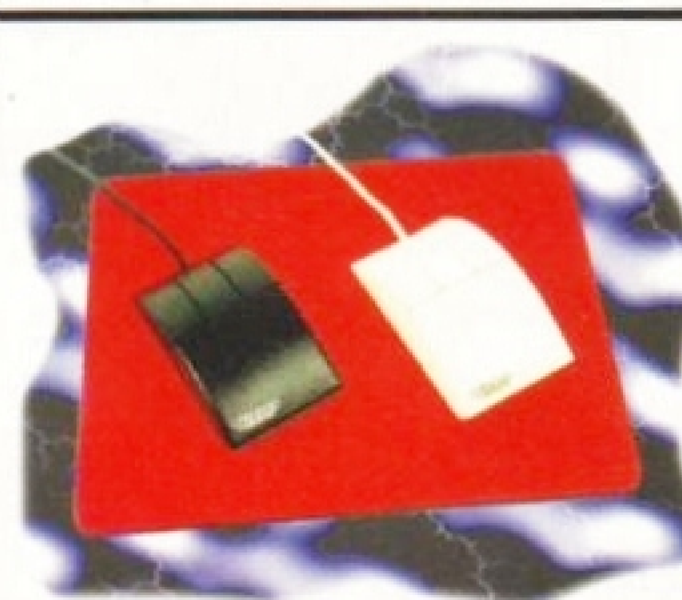
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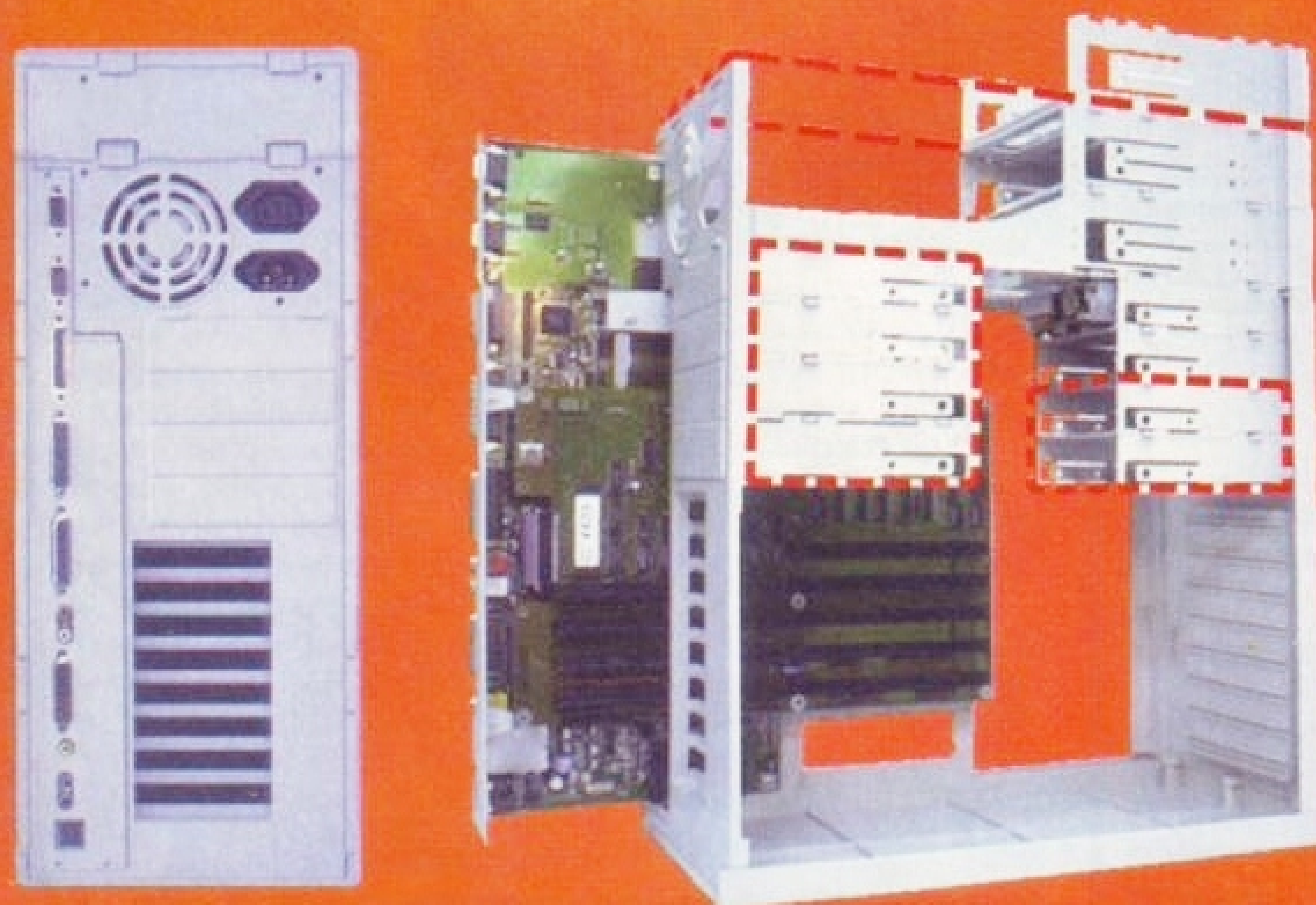
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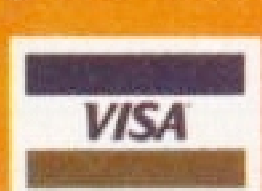
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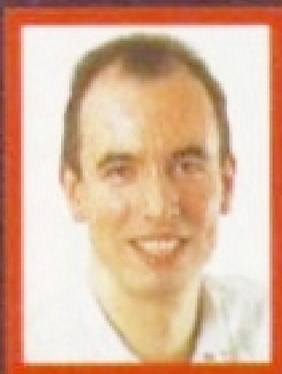


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AF SCREEN PLAY



Steve McGill

Top news for gamers this month concerns the deal being struck between Ocean and an as yet undisclosed third party accelerator manufacturer. Reductions of up to 50% on accelerator expansions are expected to be offered to any purchaser of *Alien Breed 3D II.*

Considering the knock on effect this could have for the rest of the Amiga market, it's no wonder that there are a load of cheesy grins in the *Format* office this month.

The game itself, if it lives up to what I've seen so far, is going to be something special. The level editor should witness a surge of new levels appearing in the public domain. The potential for some truly ingenious designs is being put into the hands of gamers at large. Intricate relationships between the aliens and the environment can be built

Combined with an accelerator the playing speed, pace and grim realism of the game may be too much for the more timid gamer. Hopefully, if the accelerator offer is taken up in numbers, Ocean might get round to releasing *TFX* once and for all.

I hope you like the extended Preview section this month. *Breed 3D II* is good enough to merit it. Enjoy.

AMIGA FORMAT'S REVIEW POLICY

Every month we scour the world's software houses for the latest and greatest Amiga games. We try to ensure we keep you as up-to-date as possible and we'll stop at nothing to bring you the best, definitive, no-nonsense reviews of the games that matter.

WHAT OUR REVIEW SCORES MEAN

90+% **The crème de la crème. Only the very best, most playable and original games are awarded an *AF* Gold – the most highly prized rating there is.**

80-89% **These games are very good, but due to minor flaws are not the finest examples of their genre.**

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60-69% **Average releases with somewhat limited gameplay and appeal. Games in this category tend to be flawed.**

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40-49% **Overwhelmingly poor quality games with major flaws and appalling gameplay.**

Less than 40% **The absolute pits.**

Previews

A specially extended preview for what could be one of the best 3D games ever.



Creatures have their own hidden agenda's set by their IQ.



If you shoot him you alert the others. If you don't he'll kill you.

Alien Breed 3D II The Killing Grounds

AGA Amigas and ECS Amigas with 2Mb and 68020 processor ■ Team 17 ■ 01924 271637

We'll discuss *Alien Breed 3D II* in a minute. But first, a thought or two. One of the biggest problems with games console platforms such as the Playstation, the Saturn, the SNES, and the MegaDrive is their lack of interactivity and commitment to consumer freedom.

Sure, each in their closed restrictive proprietary way can offer some pretty entertaining games. Nevertheless, consoles play host to games that, through hardware restriction, ultimately dictate how they will play, how they will look, how they will sound, and how they can be beaten.

The Amiga offers a much wider entertainment bandwidth than that. The Amiga offers an entertainment system which can empower those who choose to be empowered by it. The Amiga, through its open architecture and commitment to freedom, rises above the consoles' restrictiveness and positively encourages true interactivity.

Take Team 17's *Worms* as a prime example. Players can access over 3 billion battle terrains by simply typing in random or deliberate numbers and letters.

They can also create their own terrains in an art package – imagination and ability being the only restriction on the result.

If that's not enough, the complete range of samples incorporated in the game can be changed and swapped about to anything the player desires.

The potential for comedy is staggering. Even without these customisation abilities, the range of options on offer is one of the widest seen in a videogame.

Alien Breed 3D II (The Killing Grounds) is going to incorporate all of the above freedoms plus some significant extras. If everything goes to plan this should be the game that finally proves anything the PC can do the Amiga can do too; especially when the price/performance/ convenience ratio is taken into account.

While the engine used in *Breathless* displayed to the world the power potential of a modestly upgraded Amiga, the level design, the gameplay, and the intelligence of the adversaries could have been much better.

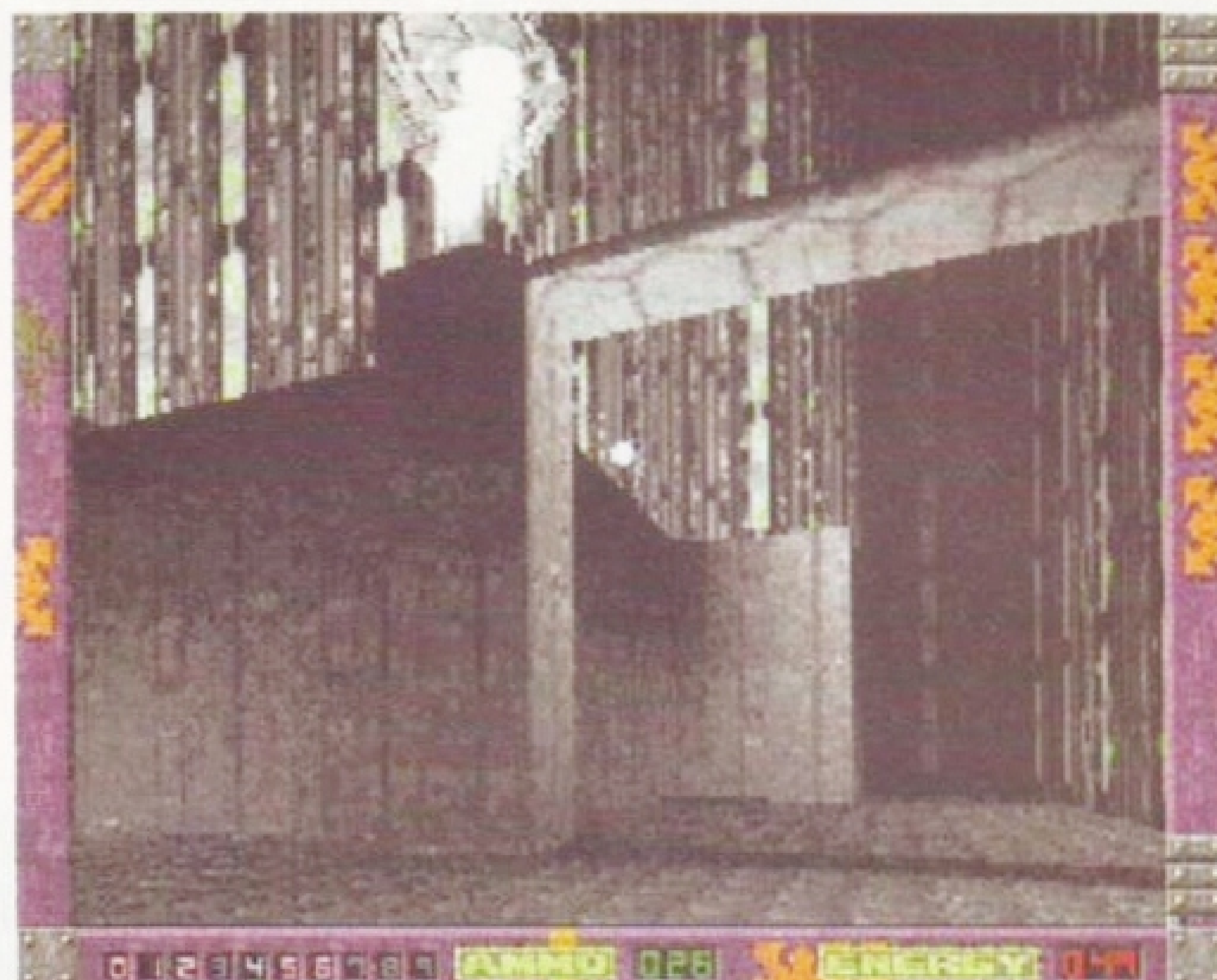
The time has come to dispense with the notion that key fetching and carrying tasks are the only objectives available in *Doom* styled games. Rather than rely on such a basic mechanism, Team 17 are putting a lot of thought into the mission structure of *Breed 3D II.* "There will be times when a scrolling text message appears at the bottom of the

Continued overleaf ➡



Right: Lighting will play a large part in the strategy of the game.


Imagine letting an alien spot you, killing him, and then waiting for all the friends he summoned to appear. As they walked through the door you could blast them. Ha ha.


Many of the objects that radiate light will be destroyable by the player and aliens alike. Imagine being surrounded and then plunged into darkness.

screen. This is Reynolds thinking to himself. It might be that he needs to find explosive to blow a door open or destroy a structure. The messages set tasks and give the player a guiding hand. It'll be much more interesting than searching and fetching keys to open doors," forwards Andy Clitheroe – *Breed II's* coder and designer.

"To help, there are going to be multi-packs that can be picked up. These might contain a bit of health, some ammunition, and possibly even a new weapon. But you won't know until you've picked it up."

Unlike the boxiness of *Breathless*, *Breed 3D II* will feature multi-levels, curving corridors, rounded and irregular shaped rooms; features destined to make the corridors, rooms, and chambers more challenging by nature.

There are going to be 20 creatures inhabiting the 16 levels of the game. Probably above all other features, it is the artificial intelligence exhibited by the creatures which will enhance the playing experience. There are going to be four distinct intelligence patterns.



Each pattern has several parameters affecting how the creature behaves within that pattern.

Some will be overtly aggressive. Others will be cunning and summon help before tackling you, yet others will retreat when they realise they're in danger of being killed.

"It is in this area that *Breed 3D II* is way ahead of any other similar games on the Amiga market," states Andy.

"*In Breed II* the creatures might not see you. They might miss when they fire at you. they might even hear you coming. But unlike *Breathless*, *Fears*, and *Gloom* the creatures don't just home in and fire all the time. They appear to think and act accordingly. That should enhance the play."

During the demonstration of the game, Andy showed me the artificial intelligence in action. Across an unbridgeable chasm he shot at a robot on the other side. It turned and faced where the shot came from. It then moved away. "It's making its way round to find me," explained Andy.

Eventually, the robot found him and he took great pleasure in blowing it away. "You could, if you wanted, be deliberately spotted, give your position away, let the creature communicate to his friends where you are, waste him, hide, and then take out all of the friends by grenading them when they arrive at your last reported position." Tremendous scope for strategic play lies in this area.

One of the areas of *Breathless* that we particularly liked lay in the atmospheric use of lighting. *Breed 3D II* might just have the edge here too. Light floods corridors when doors are opened. Gunfire lights up not only the surrounding area, but the creatures themselves – and this happens in real time. Linked to the use of transparent objects and water, the overall effect will result in atmospheric overload.





Top Left: Create your own psychedelic patterns with the texture map editor.

Left: Habitat lights end up getting everywhere. Even in games.

Above: Many of these screenshots would make good static pictures in themselves. Imagine what they're like when they move.

Lights can be shot out, plunging corridors into darkness. Light, as you might have guessed, is going to play a large part in the overall feel of the game.



"It's a grab Jim. But not as we know it." Said Spock to the Captain.

An integral part of the game, and the part that will ensure that *Breed 3D II* will be an all year round seller is the editor.

The editor allows the gamer complete control over every aspect of the game other than the 3D engine:

Don't like the aliens in level 2? Change them. Want to create a level with walls and objects that are damageable in the manner of Duke Nuke-em? Create it. Want to put *Amiga Format's Real 3D* disk to profitable use creating and rendering new aliens? Go for it.

The editor consists of numerous applications – all written using Amos – which gives complete power to anyone wishing to exploit it. The behaviour of the aliens can be completely customised. A particular alien could be made cowardly but then very communicative to other heavier aliens.

The look of the aliens could be changed to whatever you fancy. It could be your least favourite football star or your favourite babe; whoever, whatever.

Rooms, corridors, ceilings and walls can be created with customised textures added. If desired, and it'd add some interesting nuances to the overall design and gameplay, every wall and every door could be made a destroyable object. The Amiga would be able to take on *Duke Nuke-em* in it's own territory at far lower cost.

That's not all that can be done with the editor, but it does give a good idea of the potential. Once released, I can see the AmiNet and the PD libraries filling up with Amiga owner's creations. Something console owners restricted to overpriced formulaic games will never be able to do. Shame.

We'll fill you in on more aspects of the editor at a later date. Needless to say, what we saw was terrific. Coupled with the potential quality of the game and the sharp marketing Ocean are throwing behind it, *Breed 3D II* looks to have the potential to be the Amiga's brightest star. *Breathless* broke the mold with it's engine and graphics.



Now *Breed 3D II* looks as if it will fill in with some much needed innovative gameplay. Look out for the review and a Coverdisk soon.



Light up the face you hate with a rocket launcher. Alternatively, if this monster appears like this then you're too close. Run away!

VISAGE COMPUTERS

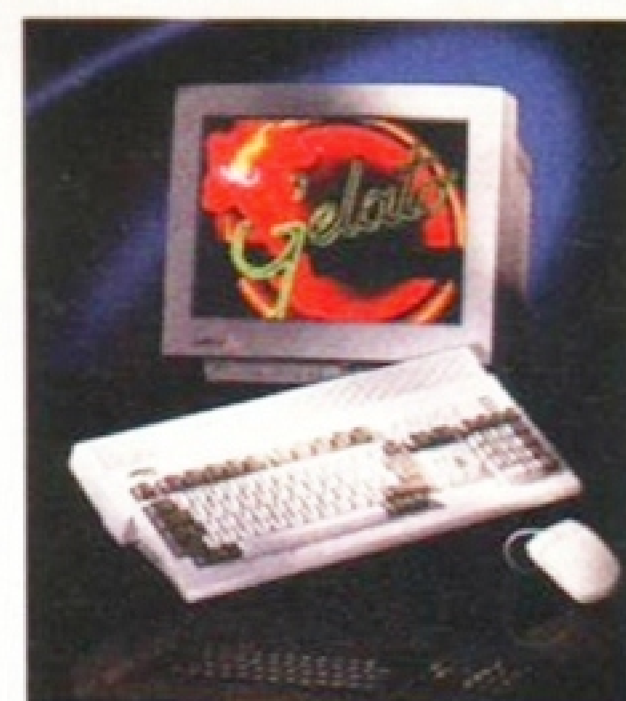
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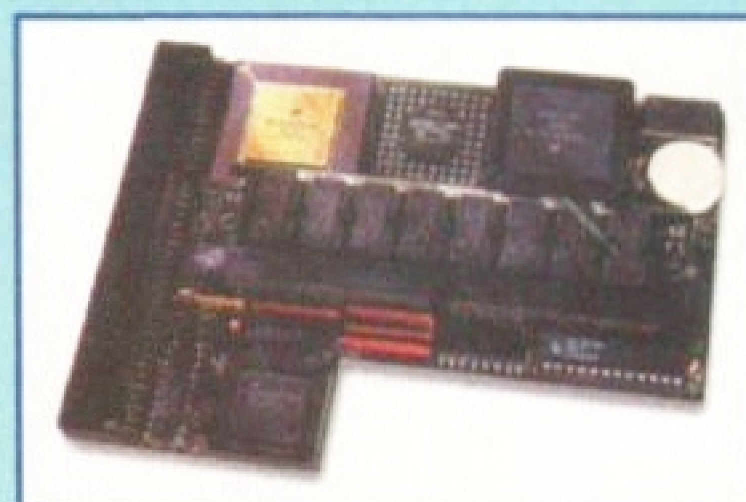
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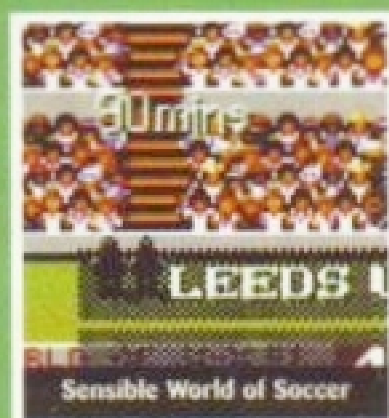
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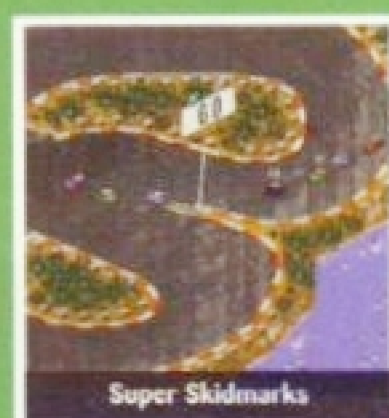
THIS MONTH'S

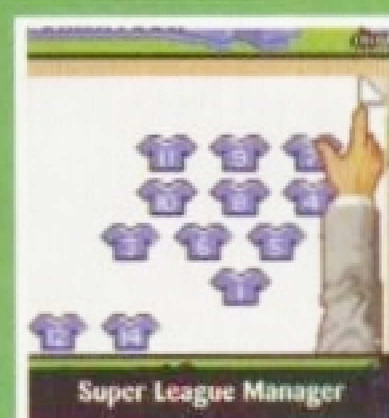
charts

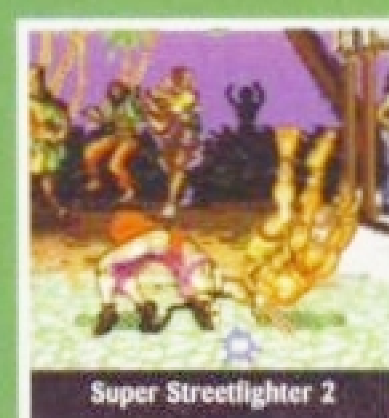
***Sensi Soccer* is still hot favourite in the charts as well as in the *AF* office at lunchtimes. Who'll be able to knock *Sensi* and *Worms* off the top?**

THIS MONTH'S FULL-PRICE TOP-20

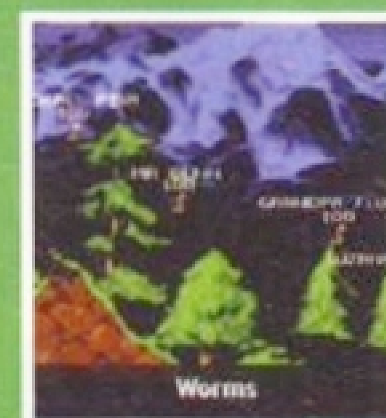

Sensible World of Soccer

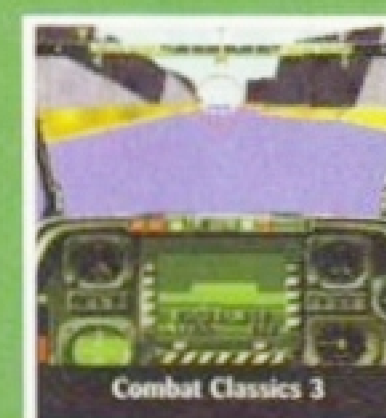

Super Skidmarks

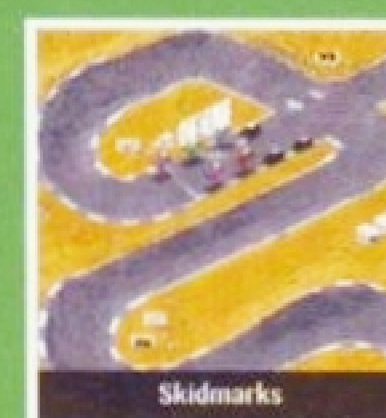

Super League Manager

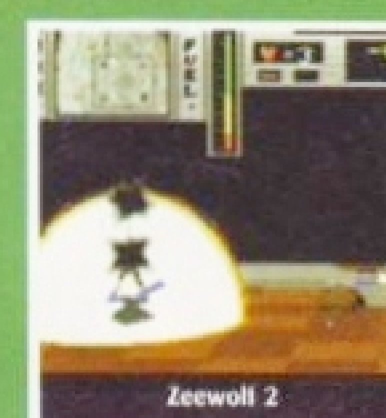

Super Streetfighter 2

1	(1)	Sensible World of Soccer (Renegade)	FG95%
2	(2)	Worms (Ocean/Team 17)	FG90%
3	(5)	Super Skidmarks (Acid)	FG92%
4	(6)	Combat Classics 3 (Empire)	81%
5	(8)	Ultimate Soccer Manager (Impressions)	84%
6	(3)	Soccer Stars 96 (Empire)	73%
7	(16)	Super League Manager (Audiogenic)	80%
8	(9)	Flight of the Amazon Queen (Renegade)	88%
9	(11)	Player Manager 2 (Anco)	81%
10	(10)	Colonization (Microprose)	FG95%
11	(19)	Rise of the Robots (Mirage)	18%
12	(13)	Sensible Golf (Virgin)	81%
13	(14)	Akira (Ice Ltd)	18%
14	(7)	Turbo Trax (Arcane)	79%
15	(Re)	Skidmarks (Acid)	FG92%
16	(15)	Tactical Manager 2 (Black Legend)	55%
17	(12)	FIFA International Soccer (Electronic Arts)	79%
18	(Re)	Super Streetfighter 2 (US Gold)	88%
19	(Re)	Powerdrive (US Gold)	67%
20	(17)	Zeewolf 2 (Binary Asylum)	FG90%


Worms


Combat Classics 3


Skidmarks


Zeewolf 2

TOP-10 CD32

1	Super Methane Bros	Extender	84%
2	Rise of the Robots	Mirage	18%
3	Wembley Int Soccer	Audiogenic	78%
4	Gloom	Acid Software	FG91%
5	Microcosm	Psygnosis	87%
6	Zool	Gremlin	FG90%
7	Super Skidmarks	Acid	FG92%
8	Psycho Killer	On-Line Entertainment	*
9	Bubble & Squeak	Audiogenic	77%
10	Subwar 2050	Microprose	84%

TOP-10 BUDGET

1	Animation Workshop	Empire	50%
2	Club Football:The Manager	Boms	*
3	Mortal Kombat	Virgin	77%
4	USM Data Disk	Impressions	85%
5	Bloodnet	Gametek	81%
6	Colossus Chess X	CDS	71%
7	Thomas the Tank Engine	Alternative	70%
8	Formula 1 Grand Prix	Powerplus	FG94%
9	Club and Country	Boms Ltd	49%
10	Fantasy Manager	Anco	41%

TOP-10 A1200

1	Tracksuit Manager 2	Alternative	*
2	Player Manager 2	Anco	86%
3	Fears	Manyx	FG92%
4	Extreme Racing	Black Magic	81%
5	Alien Breed 3D	Team 17	FG93%
6	Alien Breed 2	Team 17	83%
7	Gloom	Black Magic	FG91%
8	Roadkill	Acid Software	80%
9	Ultimate Soccer Manager	Impressions	81%
10	Super Streetfighter 2	US Gold	88%

*Due to be reviewed soon.



Gosh. There's so much going on here that I almost want to play the game for another few solid days just to make sure I haven't made a horrible mistake. There's certainly a lot of hot action going

The game has six levels in all, taking place over three terrain types. It adds to a lot of variety when you rhyme it off. The gameplay is the same all round though. Dull.



WATCH

Steve McGill gets all philosophical about the latest offering from OTM... frivolous entertainment or market enemy?



Look out behind you there's a grenade wielding tank. I won't fall for that old...aaaarrrgggghhh.



This pill box can only fire in eight directions. Here we've placed the man so he can't be shot.

COLLECTABLES



The more money you pick up, the more you score as a bonus.



Luckily , these medi-kits are liberally spread around the battlefield.



Weapon power ups aid in the killing efficiency of your bloke. Hurrah for that.



Grenades would be easier to launch with a two button joystick.



The pinnacle of a level. Collect this and you earn an extra life.

The biggest question to be asked of Amiga owners when faced with a game like *Watchtower* is, does it give them what they want out of their Amiga games? If it's progress and entertainment that's required, then Amiga owners will unfortunately have to look elsewhere. *Watchtower* covers old ground and offers little that's worth writing home about. But that's not to say it's terrible or anything. Because It's not.

It represents a cogent attempt at an old style of game. Technically, the mechanics like the scrolling, the animation, the power ups, and the variety are all competent and smooth, if a little dated.

Despite some fatal flaws in the gameplay's execution, there are still people who'll find enjoyment playing a game like *Watchtower*. But even those people will balk at the price they're expected to pay for such a frivolous shot at entertainment.

Thirty pounds is a marketing attempt to extract blood from a ground down stone. For this wad of dosh, *Watchtower* offers a vertically scrolling shoot-em-up with a passing resemblance to the *Chaos Engine*.

The player takes control of a muscle bound protagonist whose sole aim in life is to reach the very top of the seemingly endless scrolling screen. Trying to stop him from doing this worthy and noble task are the various baddies. These take the shape of assorted soldier types; commandos, river rats, snipers, grenade soldiers, and bazooka soldiers; various vehicle types; trucks, one turret tanks, double barrel tanks, solid barrel tanks, attack choppers, fighter planes, and submarines; there are even buildings and installations that offer threat; radar sights, watchtowers, and bunkers.

Now, reading all of the above, you're bound to be thinking that the game offers a lot in terms of variety. After all, there are loads of power ups; extra weapons, extra health kits, grenades, and money to be savoured.

But the game is crucified by its linearity and the



y the game doesn't play as well as it looks. It really is.



BLOW-UP CRATE

The success of missions depends largely on your tactile dexterity and the use of the objects found in the various crates scattered around the levels.

To see what a crate's hiding you've got to shoot it. Miraculously it blows up using the Super Stardust explosion routine and looks really 'groovy man.'





Above: That legendary explosive routine in action. I've never grown tired of it. It's really good when you use grenades to kill tanks and things. Then it takes up most of the screen.

TOWER

limitation of the control method. As soon as you start shooting with the central character, his movement is limited. He can no longer move forwards, backwards or to the side. He can only rotate in eight directions.

With limited incoming fire from enemies it's easy enough to stop firing, dodge a bit, and take out the main problem. But when caught in a crossfire it feels hateful. Sometimes, it's practically impossible not to get hit and killed. And that's bad.

Rather than hitting blokes on the run and ploughing on through the game, a lot of time is spent dodging and weaving until there's enough time to let loose a shot or two. If you miss then it's curtains. What could have been entertainment has suddenly become a tedious workout in tactile relations between the player and his joystick. Not a great deal of fun.

To compound the firing flaw, there's also the matter of being fired upon by soldiers that can't even be seen on-screen. Your man can run faster than the screen scrolls. So, if he had been set upon by four soldiers, shot two of them and then decided to run for the safety of the top of the screen. He could reach it, have to wait for the screen to scroll to reveal more of the landscape and suddenly find himself shot dead by someone he couldn't even see. Incredibly, frustrating. Combined with the one stop shots, it just about kills the entertainment value stone dead.

The last of the criticisms, and it's one that some might consider has no place in the pages of *Amiga Format*, is that of philosophy. Not philosophy of the Machiavelli, Plato, Descartes, kind, but philosophy of the Amiga UK videogame marketing kind.

There are now glimmers of light regarding the Amiga's future. The smartest companies are waking up to the fact that the SNES and the Mega-Drive, no longer represent a gravy train of 100% sales expansion. The brick wall of overpriced cartridges, restrictive Japanese sales practice (entertainment tax anyone?), and exponential consumer dissatisfaction has finally been reached. Only select games are bought in significant numbers and turn over a profit. Dogs are killing innovative development off, ensuring losses and minimal returns.

This forms part of my problem with *Watchtower*. You only have to play it for a short time to realise it's not going to sell in numbers; in effect, you could call it a dog. OTM may be the first to admit that themselves. OTM probably know marketing and the law of supply and demand versus margins much more than they know games. At the price of £30, a few thousand sales will see them able to pay the programmers and return a modest profit from the overheads of publishing and distribution. No more, no less.

As such the game has to be looked upon as an enemy of the market for two reasons:

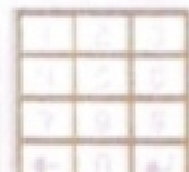
1) Amiga owners deserve more for £30. With a couple of changes it could have been highly entertaining. At £20 less it might even represent value for money.

2) Low sales of games at this crucial time act as a deterrent to bigger companies researching the viability of the Amiga market. In the face of the console collapse prospective developers might just figure that Sony and Sony's entertainment tax represents the better risk...

Watchtower's price and level of playability, is so out of kilter with what the market needs that you can only conclude that everyone would be better off if it was given a miss.







The six levels take part in different parts of the world. Makes it feel global.

Publisher	OTM
Price	£29.95
Versions	A1200
System requirements	2Mb, 2.5MB Hard Drive Option
Release date	Out now
Graphics 7 out of 10	Looks a bit like the *Chaos Engine*. Nice explosion routines
Sound 6 out of 10	A bit wooden, but in keeping with the graphics
Addiction 5 out of 10	There's no driving reason to keep playing
Playability 5 out of 10	A couple of serious flaws detract from the playability
Overall verdict	*One of the most entertaining games yet published by OTM. With a little forethought it could have been worth buying*

51%

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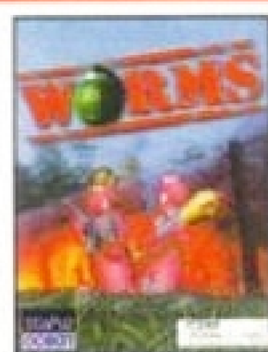
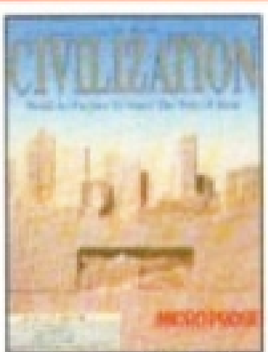
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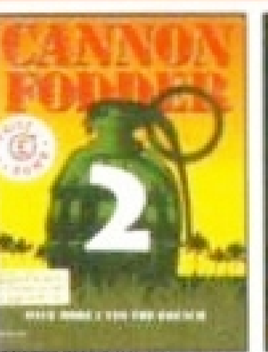
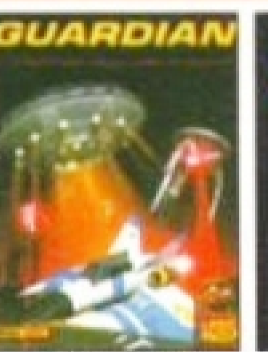
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A game that allows you to follow orders and aid the destruction of peaceful civilisations or switch sides and fight the good fight. David Taylor launches his attack.

Star Crusader

Star Crusader purports to be a non-linear game where you get to choose who's side your on. At the start you are flying missions for the expanding Gorene empire whose noble goal is to assimilate other cultures, by liberating them from their own backward ways and showing them the glorious life they can lead by joining you.

From the very outset, you can tell that your missions are somewhat dodgy – destroying freighters that you've promised peaceful passage to – under orders from an unhinged commander who locks up any dissidents. You know that it's all too much, but what are you going to do? It sounds like you've got loads of options, but frankly, you haven't. You end up reading screens of text, whispering mutinous thoughts to your comrades, but fly the nasty missions anyway. In the conversations your characters lines are spoken for you. So you might be thinking – "So what, let's destroy the fools who oppose us whilst we have them on their knees" and your character will be saying something like "Well, I know it's wrong, but what can we do?" Shoot the commander and become a benevolent dictator mate, that's what you could do.

Even later in the game, when you do get some command, your missions are pretty much set out for you and you don't get the opportunity to direct as much as you'd like to.

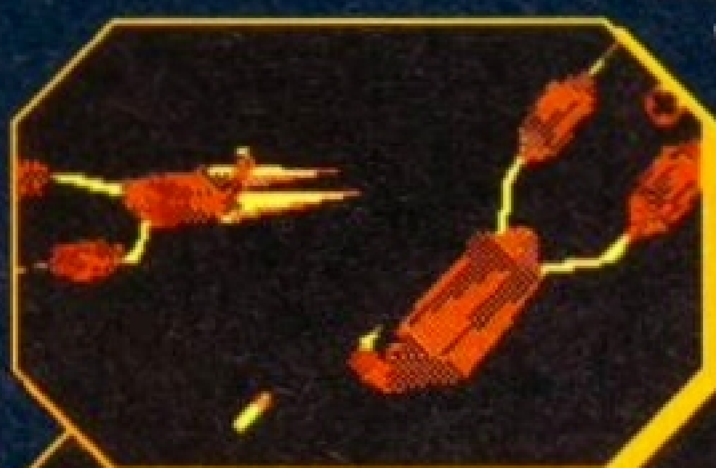
The plot is largely veneer. This is more or less a *Wing Commander* rip-off with a few adjustments. You have a base to explore, which turns out to be a few rooms with not much going on. But, heh, this is just the glue that sticks the missions you fly together. When you start out, you just obey orders, fly into space and do what you've got to do.

There are a variety of missions. Simple all out attack is mingled with the odd stealth mission. The latter can actually be the most engaging as you fly the Intruder spacecraft deep into enemy territory trying to remain undetected so that you can launch a probe and scan their ships and databases. Unfortunately, the Intruder ship can be a bit crap and it gets detected all the time, meaning you end up doing a runner.

When you complete a mission – or fail it and turn tail – you get to engage your hyperjump engine. This means being at a complete standstill with shields lowered whilst the "Singularity Field" needed is generated. You guessed it – make yourself a sitting duck for the enemy to use as target practice. You can end up getting blown to bits all too often when you try to make your escape.

The actual gameplay of the dog fights isn't too bad. It gets a bit jerky on a standard A1200 when there's lots going on, but you can change the detail a bit to try and compensate. This brings us to the system requirements for the game. It's a minimum of an A1200 with a hard drive, because you've got ten disks to install. This seems like a lot, but see the box for more details on these boring bits.

The game is mouse controlled and you can get to grips with manoeuvring the craft very easily. The real downer as far as gameplay is concerned is the lack of weapons. OK, you fly several different ships, with different payloads and speed capacities, but at the end of the day



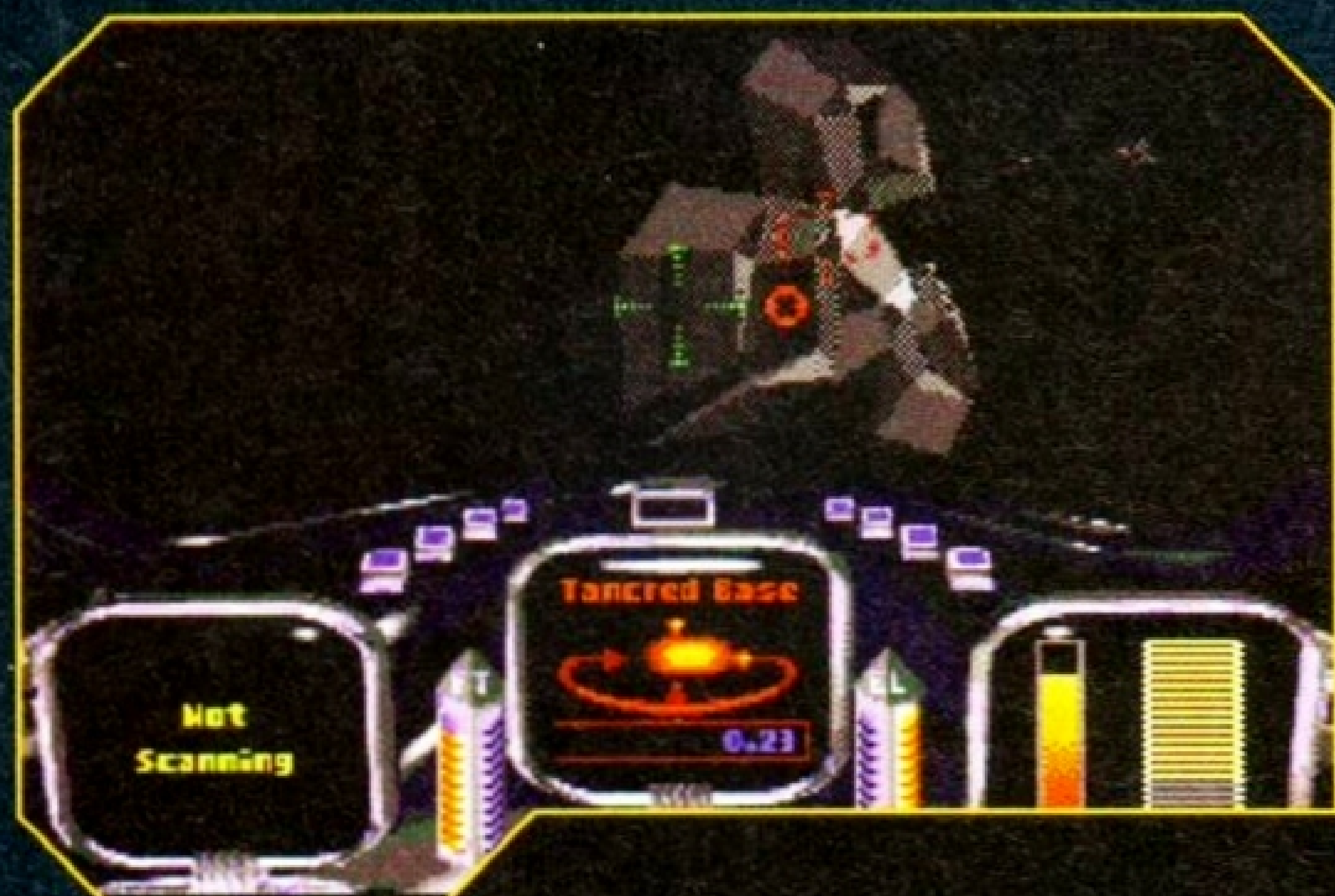


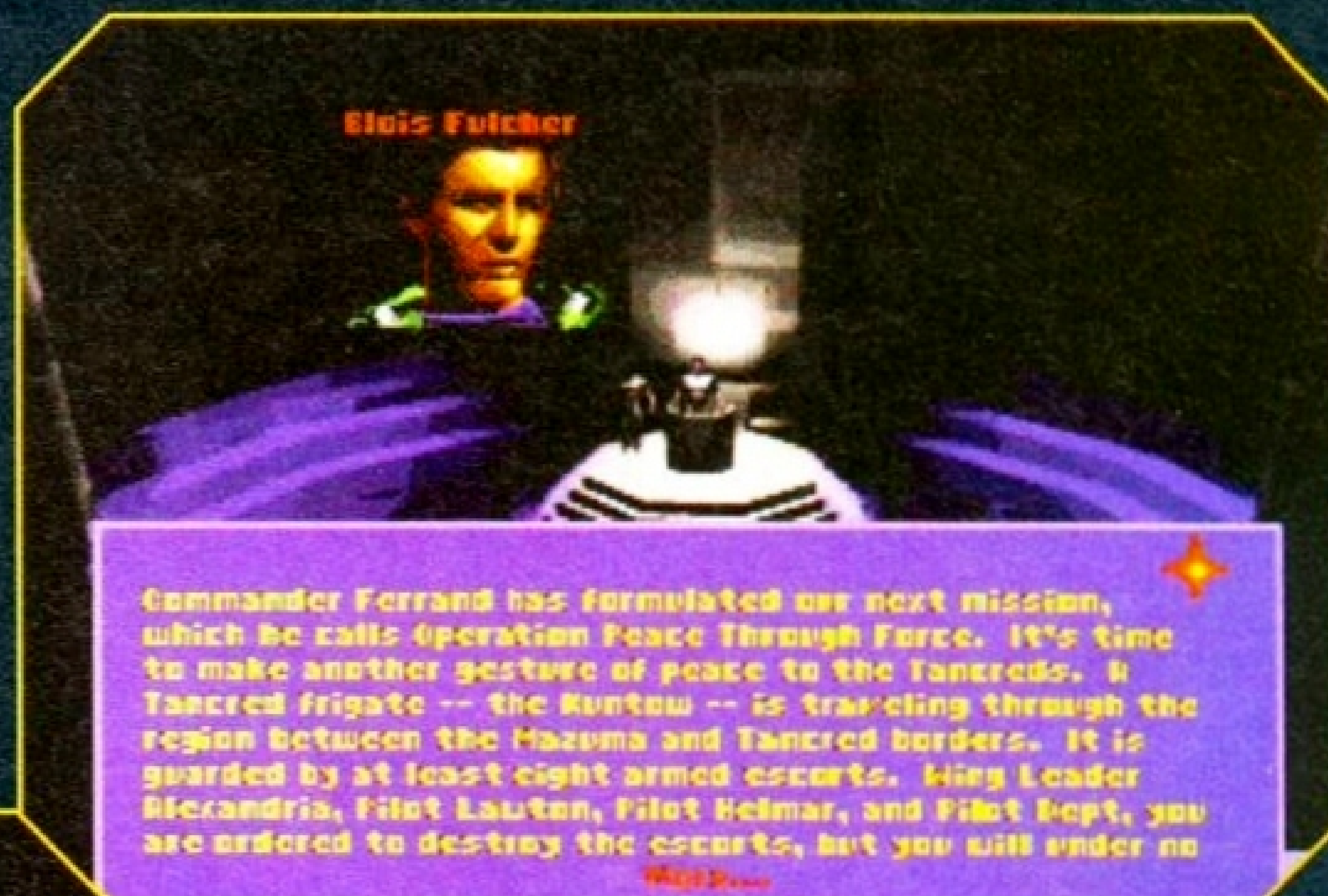


Above: It is possible to get in close to other ships and fly around them when fighting, so long as you don't smash into them, which will cause major damage and leave you a sitting duck.



Above: Before flying a mission, this bloke will give you a rundown on mission targets and objectives as well as details of your abilities.





Above: A stealth mission from which I was destined not to return and the mission briefing screen where the commander tells you a load of cobblers.



Left: There are some nice, rendered animations that join the parts of the game together. Unfortunately, this one is from the mission failure screen where my ship is destroyed and my head explodes in the vacuum.

you're down to using lasers and a set of missiles. The missiles will miss unless they are locked exactly, which can be tricky. Even when fighting against enemy pilots with a poor ranking, it takes forever to kill them and their ships don't seem to get hit even when you're bearing down directly on them.

However, when compared to the original *Wing Commander* Amiga game, it's swings and roundabouts. There's no doubt that there are areas of the game where *Wing Commander* comes out on top. It has better mission planning with navigation points to use and the prospect of proper ranks. In *Star Crusader* you only get promoted in times of red alert when the commander has gone off his trolley.

The game plays better in space. The ships jump less across the screen as the computer tries to calculate where everyone is. They still jump a bit on a standard A1200 when there's lots going on, but it's good to be able to fly past one of your wingmen/women and see how they're fairing in a fight when you're chasing someone else.

The game also has excellent sampled speech and some nifty rendered cinema scenes that hang everything together, explaining a bit more of what's going on. The animations are a little jerky, but it's surprising to hear the whole dialogue spoken to you.

At the end of the day, the graphics do look a bit dated and blocky, but the gameplay can become engaging. This is not a game that's going to enthral most people and doesn't touch the likes of *Wing Commander 4* on the PC. But at least you don't need a £1500 Pentium and 4 CD-ROMs to play it. A better Starbase with more frills and tweaked gameplay using ships that didn't look so naff would have been better. But this is a portover and you don't expect them to do things like that. The basic engine for the game is reasonable and there were occasions when I got genuinely excited, but that tended to be more on the stealth missions than in the dog-fights.

Released at £30, you might as well stick with the budget *WC*, but we found the game being sold for only £13 in FutureZone, which is much more tempting. Especially since when you've finished with it, you've got ten spare floppy disks out of it.





Left: The spacedock itself and inside it. A bit limited and not exactly spacious.

STAR CRUSADER

Publisher
GameTek 01753 553445

Price
£29.99 (but see review)

Versions
A1200/A4000

System requirements
A1200 with hard drive (extra memory recommended)

Release date
Out now

Graphics 7 out of 10
Decent anims and the actual game is as good as could be expected, although it looks PCish.

Sound 8 out of 10
The laser fire is irritating as is the engine sound, but the sampled computer and voices are spot on.

Addiction 6 out of 10
Good for *WC* fans, but is too limited for a "non-linear" game.

Playability 6 out of 10
Easy enough to get into and controls pretty well.

Overall verdict
If designed for the Amiga, it could have offered much more, but as a port, it's acceptable if a little dated.

67%

THE BORING BITS

I know what criticisms are going to be made of this game, so here's a boring bit that states the defence. A ten disk hard drive only A1200 port from the PC smacks of poor and sloppy PC programming being brought to the Amiga. However, the fact that the ten disks expand to only 13Mbs of hard drive space made me take a look at the files, because that's a pretty poor compression rate for badly optimised code. The real reason isn't poor programming, but the massive animation files and huge speech samples that can go on for nearly a minute.

All the rendered anim interludes have full speech and full colour animations and samples take up a huge amount of space, but don't compress particularly well.

The ten disks are down to this and not bad programming. In fact, the game uses the neat trick of rebooting the system when you start the game in order to free up as much memory as possible.

First there was *Premier Manager 3*. Six months later came the Multi-Edit system. And now they're both together. How clever...

Re-releases

Premier Manager 3 Deluxe

Gremlin Interactive 0114 275 3423 ■ A1200 1Mb ■ 68%

Well here's an odd fish. *Premier Manager 3* first jogged up and down the touchline way back in November 1994 (reviewed *AF66* 85%). By this time, Gremlin's football management trilogy was renowned in the circles where young men gathered excitedly around screens arguing the benefits of 4-4-2 against the sweeper system.

And then, some months later Gremlin saw fit to release the Multi-Edit system which allowed you to swap and change names and statistics. That's if you bought the original *Premier Manager 3*, of course. And now you can have them both together.

But let us briefly tread old ground. *Premier Manager 3* arrived during a hectic period for football management simulations. The old guard, primarily our friend here and Domark's *Championship Manager* were being challenged by the breezier soap opera that is *On The Ball* and later, the splendid *Ultimate Soccer Manager* with it's ground-building-before-your-very-eyes and 'bung' options.

PM3 is an altogether more sober affair, preferring the old school tactics of mass statistics. It's major advance was the introduction of a matchplay interface which let you watch the games in a variety of ways – you could see which players were following your barked orders. And it also introduced a European transfer market – no problem gaining work permits for players here.

PM3 is undoubtedly one of the most difficult management sims. You start off as boss of a Vauxhall Conference team of your choice and you have to work your way up the leagues. A cool feature, because one imagines most, if given the choice, would begin in Arsenal's Marble Halls or at Old Trafford.

However, both *PM3* and the separate Multi-Edit system have already sold by the bucket load, and all the Deluxe version contains is both titles and a few upgraded players and stats. Some of the players in the lower leagues are a year out of date, though. And Gremlin, in their wisdom have set no recommended retail price so it's impossible to tell you whether it's value for money. If you haven't got *PM3* and you can pick this up for a tenner then heck, why not.

But the whole package smells strongly of 'cash-in'. Gremlin aren't working on any new Amiga games so why not package a couple of their best sellers and call it "Deluxe"? If you can get this for £10, great, otherwise play *Ultimate Soccer Manager*, it's more fun.

You want Tottenham Hotspur to play at Highbury, simply edit in the name. Makes things a bit too easy though.

Top: Shadowy pictures of made-up managers. They definitely take bungs.
Far Top: You can even change the player ratings. But you wouldn't though.

Chop and change Liverpool or whatever team you see fit. If you do chop Liverpool, don't tell Graeme.


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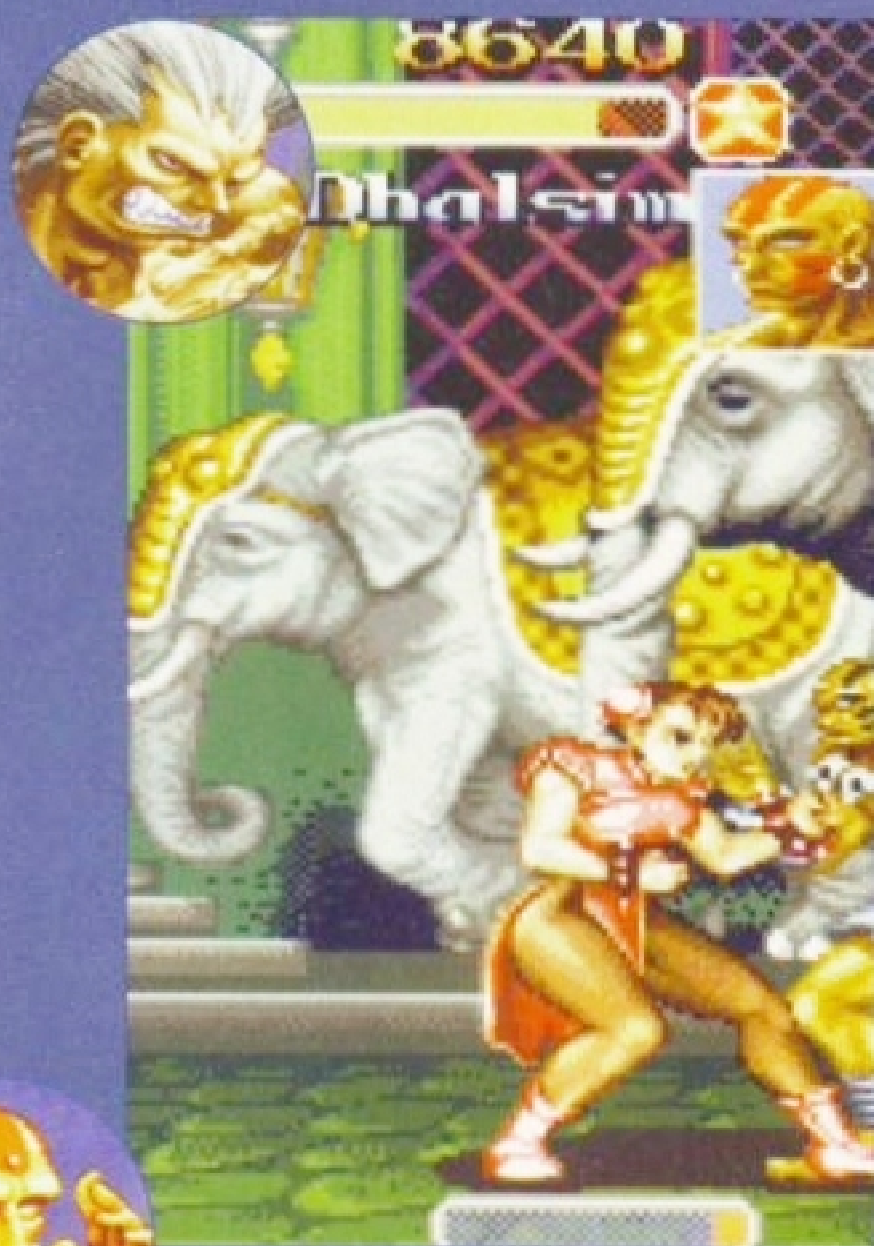


Graeme Sandiford limbers up and practices his flying back flips. Its...





Super Street Fighter 2 Turbo





One of the many annoying glitches – the fighter's off the right of the screen.

After nearly a decade of development and refinement the *Street Fighter* series is revered by many an arcade-going pugilist as the ultimate beat-em-up. Indeed, a whole sub-culture has sprung up around the globe complete with its own dialect and rules of conduct. There have even been reports of real fights breaking out in arcades in America and the far east over cheap tactics in the game.

Like many true gaming sensations, the success of this grand-daddy of beat-em-ups is based on several factors. These include unique characters with their own distinctive fighting styles, strengths and trademark special moves and a finely-tuned game engine that enables players to develop their own fighting styles and strategies.

The fact that *Super Street Fighter 2 Turbo* has actually made it to the Amiga is one in the eye for several species of console-owner as it has only been released for PC and 3D0. Grudgingly, it must be admitted that the PC conversion was almost arcade-perfect and as the Amiga version is being published by the same company, Gametek, there seems to be just cause to expect another surprisingly good conversion.

Super Street Fighter 2 Turbo, also known as *Street Fighter X* in Japan, is the follow up to *Super Street Fighter 2* (88% in *AF75*) and contains the characters of its predecessor. It would seem the guys and gals have been busy honing their deadly skills, as each character, except Sagat for some reason, has new moves. Each character also has a Super gauge at the bottom of the screen which registers their accumulated Super power. When the Super gauge is full they can then let rip with a devastating Super combo by performing a super motion on their joystick or pad.



Dhalsim manages to hit Chun Li without actually touching her.



THE ANCIENT ONE

There is also a new hidden character who goes by the names of Akuma, Gouki and The Ancient One. He's a bit of bad-hat, after learning a secret killing technique from Ken and Ryu's teacher he killed him, presumably with said technique, and now roams the world beating people up to prove how hard he is – sounds a little insecure to me. He's kinda like a souped-up version of Ken and Ryu and has the added ability of shooting fireballs while in the air and gliding mysteriously across the screen to avoid attacks – spooky.

For some strange reason Gametek seemed a bit reluctant to send us a copy of the game so we had to pop into the local Electronics Boutique to purchase one. The first thing you notice about the game, even before you get it home, is the weight of the box. The reason for this is the 11 disks the game comes on which takes quite some time to install.

Another noteworthy fact about this game is that you need a hard disk – an accelerator and Fast RAM is highly recommended.

The reason for the high number of disks becomes apparent once the





Bison has more trouble with his uniform.





Ken cruelly disregards Bison's pleas for help after his new uniform catches fire.

Sagat lets rip with his patented turning yellow and crashing the computer super move.



Ryu unleashes his lethal foot-tickling fireball, which renders Deejay helpless.



That Ken is such cad – this is only his first date with Cammy.

game is loaded as the graphics are quite simply stunning. The backgrounds are at least as good as the PC version and character sprites are nice and big without the washed out look of *Super Street Fighter 2*.

Unfortunately they don't look so good when animated. For some reason, probably a cheap and quick solution for the slow-down caused by the large sprites, the animation frames seem to have been halved. This results in characters that jerk around the screen as if being subjected to random electric shocks.

Aside from looking ugly this can cause real problems – there is nothing more annoying than being in a fight and having an opponent's fist or foot appear from nowhere in the middle of your mush. This in itself is a pain in the neck, but it also throws the excellent *Street Fighter* game engine out of whack. Experienced *Street Fighters* have a surprising awareness of the games technicalities. The animation frames play an important part in *Street Fighter*. They not only give you clues to your opponents next move, they also play an integral part in combos and general tactics. It's not nice to face an opponent who, instead of going through several frames of a reeling backward animation after a fierce blow, hits you back before you can follow through with your favourite combo.

BAD CODING

While this may be more of a problem for expert players the general screen glitches that appear especially when a character performs their super move is a sign of bad coding. There have been several instances, when the computer has crashed when my character has performed its super move. This is just one of many errors that start getting on your nerves after a while.

The sound is unbelievably poor, especially as all the sound effects needed were a few cheap and cheerful tunes for each of the characters background and some meaty thumping and kicking sounds. Instead there is no background music whatsoever and each time a character is hit you hear a sound like someone hitting a cabbage with a ruler.

Super Street Fighter 2 Turbo may have fixed some of the inadequacies of its predecessor, such as the abysmal graphics, but, it has now been robbed of its best feature – its playability. The sole redeeming factor about the whole game is that it only cost £10.





Sagat practices his circus training skills on Blanka.

SUPER STREETFIGHTER 2 TURBO

Publisher
Gametek

Price
£10

Versions
A1200

System requirements
13Mb of hard disk space

Release date
Out now

Graphics 9 out of 10
Beautiful backgrounds and big sprites galore.

Sound 4 out of 10
Worse than any cheap kung fu film you've ever seen.

Addiction 4 out of 10
The difficulty settings are too high to make it enjoyable for most people.

Playability 3 out of 10
One of the most playable games ever – butchered mercilessly.

Overall verdict
If you like Street Fighter this game will reduce you to tears.

61%

■ each time a character is hit you hear a sound like someone hitting a cabbage with a ruler.

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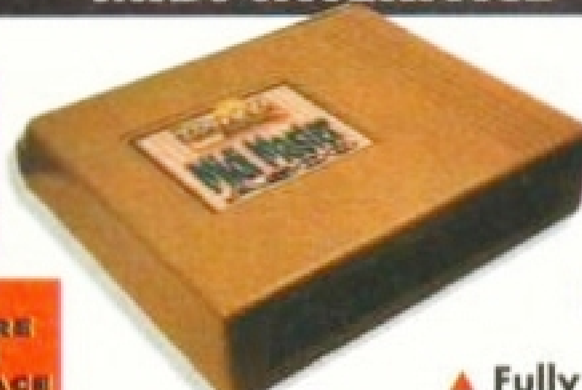
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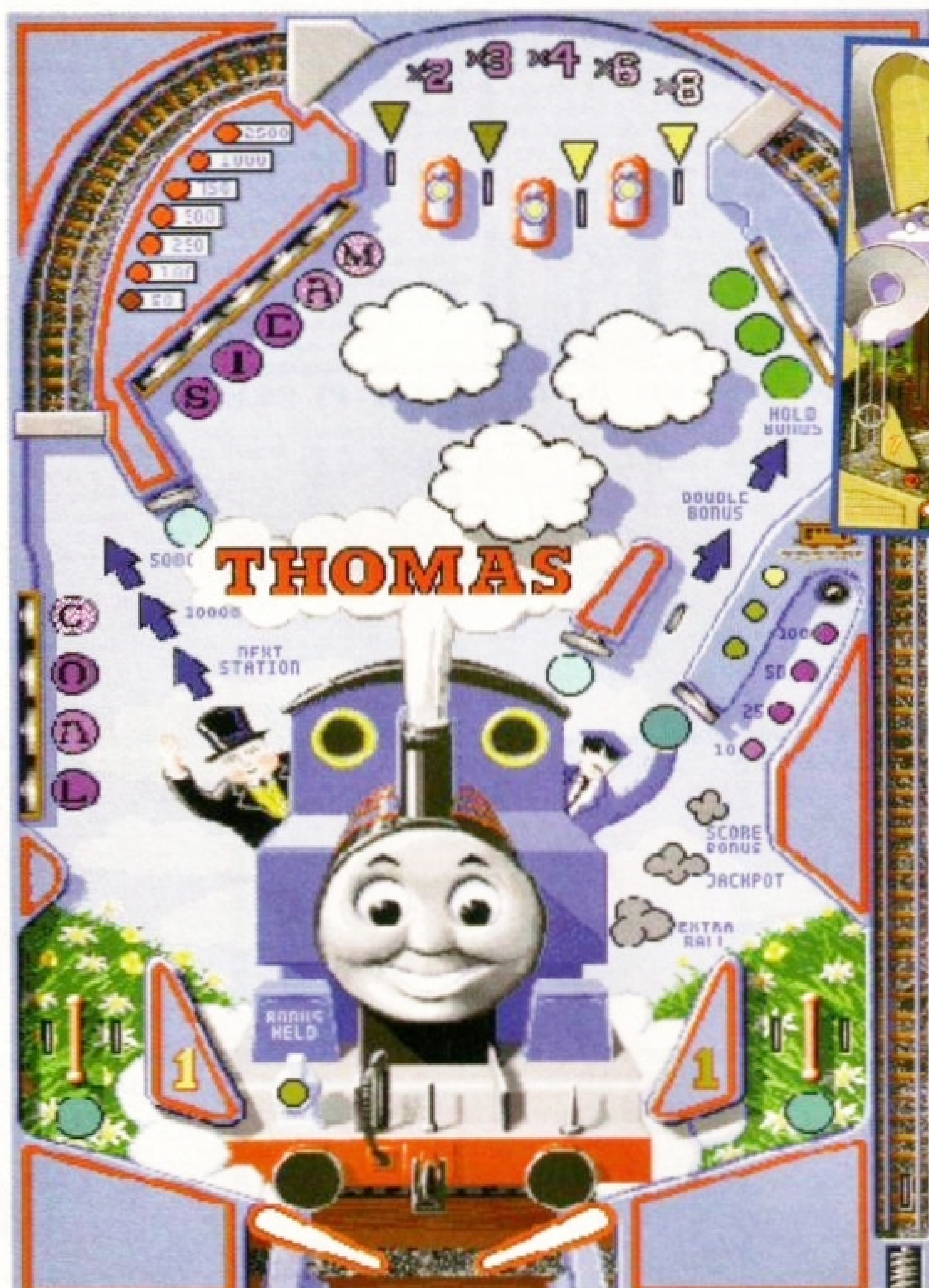
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Puff Puff, Chuff Chuff, has Thomas been done justice or is he in a huff. Find out below while we kill **Steve McGill**.



Thomas the Tank Engine CD32



The one thing that amazed us about Sarah Ferguson after her debt was revealed to the world was that she didn't come up with the idea of Budgie the Tank Engine.


Toby is the little git who keeps all the axle grease.

Give kids anything to do with Thomas the Tank Engine and they'll happily play with it all day.

Thomas has become the John Travolta of the toddler set. With a toot toot and a hi diddle hey.

Thomas's enduring popularity with children of many different generations means that the acid test of *Thomas The Tank Engine Pinball* has to be letting one of the Thomas The Tank cognoscenti loose onto the game.

Unleashing my five year old niece was an education in itself. Tasks have been deliberately limited so there are fewer rows of lights and sequences for high score bonuses. Some would say this restriction is detrimental to the game. Whatever you might think this restriction is real and slightly disturbing.

Thomas has been programmed by Spidersoft, the creators of the lacklustre *Pinball Mania*. In *AF77* we gave *Pinball Mania* 76% and the verdict; "Nothing flash. Nothing innovative. It's all been seen before, only better." With *Thomas the Tank Pinball*, it's all been seen before in *Pinball Mania*, only less so.

But then things have to be put into perspective. Thomas isn't aimed at adults. It's aimed at kids. Not only is it aimed at kids, it's aimed at young kids of three and up.

Much of the appeal of the game isn't going to be in the particular mechanics used to mimic a game of pinball, the appeal lies in the vibrant graphics, the music and the sociability of child/adult interaction.

Up to eight kids can play against each other or against adults and part of the fun when playing against a five year old is pointing out to them the lights they should hit. When they manage to do so, praising them and cheering has an uplifting effect. Just as effective is letting the ball drop down the middle when it's your turn and then feigning disappointment. It all adds to the fun.

The biggest disappointment is that the game doesn't play as well as it could. The box reports that there are three difficulty levels. Unless you play it on the easiest though the going's too hard.

It's impossible to get the ball to the top of the table except by accident and the flippers don't seem to send the ball in the direction they should, thus rendering *Thomas* more a game of luck than of any learnable skill.

If your kid loves Thomas and they're under the age of six, go for it. In moderate usage the game is an entertaining and fun package. It's just that it's appeal is much more limited than it should be. Pity.



Percy. What sort of a name is that?

The appeal lies in the vibrant graphics, the music and the sociability...

THOMAS THE TANK ENGINE'S PINBALL

Publisher
Alternative Software 01977 797777

Price
£19.99

Versions
CD32

Release date
Out now

70%

TEXTURE PORTFOLIO £29.99

This collection of textures has taken a staggering 5 years to complete. Phantasmagoria are a professional graphics company, based in Bristol. They have been providing textures and backgrounds for video, ray-tracing etc. This CD consists of 500+ 24Bit backgrounds and textures, it includes the very high quality 24Bit JPEG files for video, graphics and multimedia work, Targa's for PC raytracing and GIF format for video titling applications. The various sections include Abstract - Phantasmagoria, Abstract - Oil Paints, Abstract - Mixed, Animal Skins, Clouds, Fire, Food, Masonry, Rock, Metal (6 sub-sections), Water, Wood Bark, Wood Grain, Miscellaneous. No wasted space on this CD-Rom - a collection of extensive tutorials. This CD comes with a full colour multi-page reference booklet for every single texture. An ideal complement to a raytracing CD such as Light Rom 3 etc. **Please note that all these textures are exclusive to this CD-Rom and cannot be found on any other collection.**

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active SOFTWARE

Re-arm with Zephyr missiles and Zulu rockets then destroy everything... In *Wild Justice* more money means more lives...

GameBusters



Breathless:
Above: If anyone finds a lava or acid pit that you can't escape from, please let us know.

Left: *Alien Breed 3D II* should give *Breathless* a run for its money.

Breathless: Wayward flatulence can catch the best of us out at the worst times.

BREATHLESS

S. Ahmed from Manchester sent in the following access codes for the impressively mighty *Breathless.*

World 1: No Code
World 2: 181A59MRTR6999PD
World 3: 181A59LRTR6999PT
World 4: 181CEIDGLJRJSE4D

FRONTIER

Michael Newsham from Ipswich sent in the following handy hint for all *Elite 2* commanders who're finding it a bit cramped in their spacecraft.

1) Buy one ton of rubbish from any spacecraft.

2) Fly away from the spaceport

3) Display the cargo inventory screen (F3)

4) Click the left mouse button just under the box for your rubbish.

5) The computer will think that you have got rid of your rubbish and give you an extra ton of cargo space. But, you will still have the rubbish.

6) Repeat steps four and five as many times as you like.

7) Fly to a spaceport and you will have lots of 'remaining' cabin space (though the display might be a little scrambled). As long as you have enough money you can buy almost anything for your ship.

NOTE: The display telling you how much cabin space left might be a bit scrambled. ie. It might say that you have 653 tons of space left but you will only actually have the amount of space equal to the number of times that you clicked the mouse.

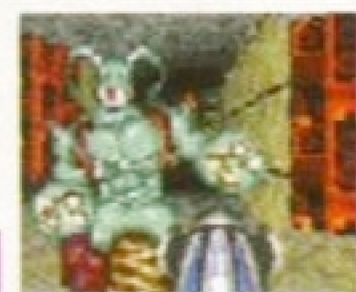
ALIEN BREED 3D

A mysterious person calling themselves GBH sent in the following level access codes for *Alien Breed 3D.* Only this time, rather than simply being personal codes, they allow the player to start each level with all weapons available with full ammunition and max energy.

LEVEL
2: KOKO FNKP PPKF FFKF
3: OKKO FHKP PPKF FFKF
4: KPKO FPKP PPKF FFKF
5: PLKK NFKP PHKN FFKF
6: POKK NNKP PHKN FFKF
7: KKKO NHKP PHKN FFKF
8: PPKK NPKP PHKN FFKF

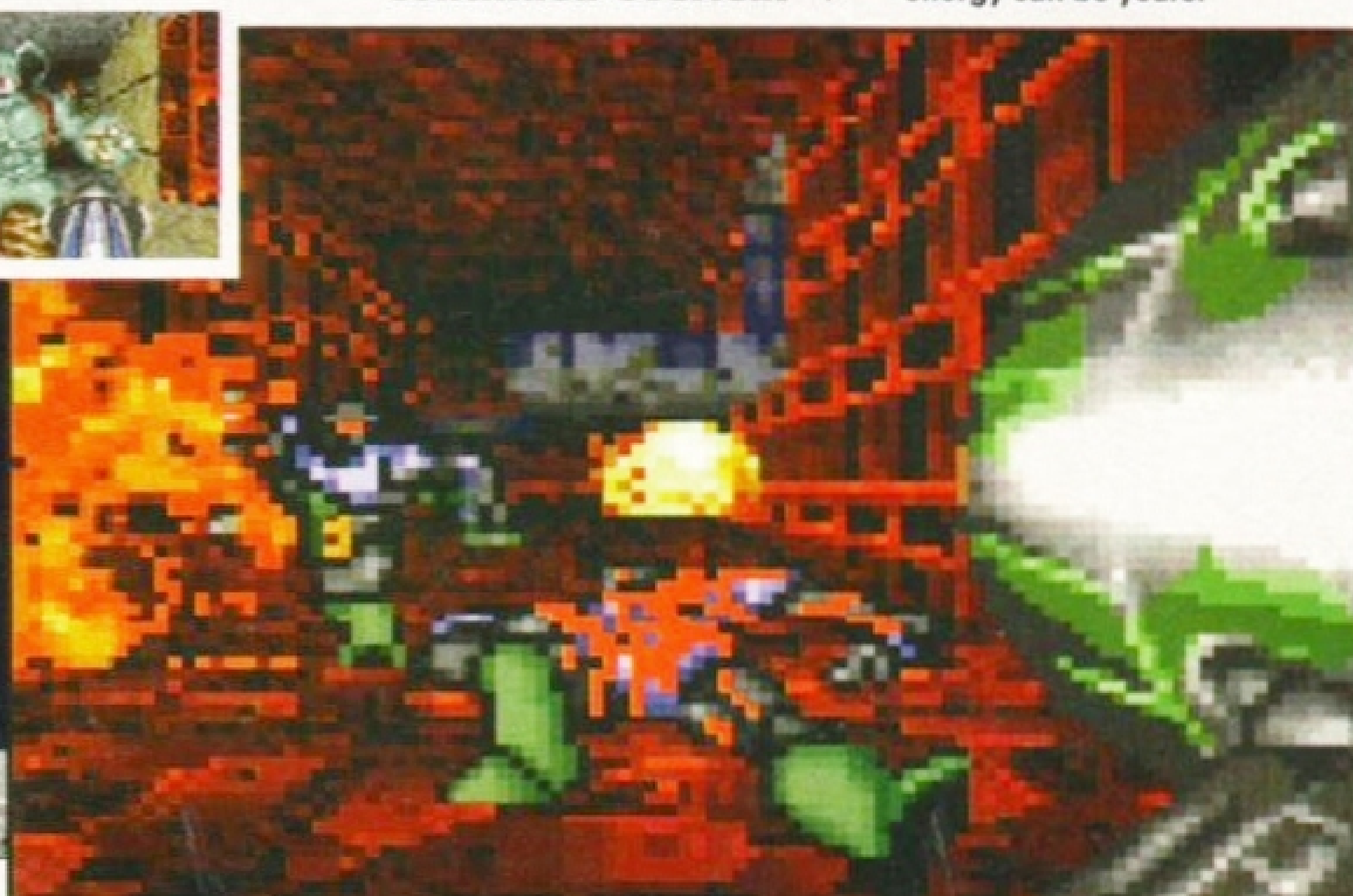
Continued overleaf ➡

Alien Breed 3D: All weapons, full ammunition, and maximum energy can be yours.





Frontier: More little cheats and bugs than you could throw rubbish at.



9 LLKO HFKP PHKN FFKF
10 LOKO HNKP PHKN FFKF
11 PKKO HHKP PHKN FFKF
12 LPKO HPKP PHKN FFKF
13 OLKO PFKP PHKN FFKF
14 OOKO PNKP PHKN FFKF
15 LKKO PHKP PHKN FFKF
16 OPKO PPKP PHKN FFKF

CHAMPIONSHIP MANAGER

Kevin Edwards from Wirral reckons that he's got the best gameplaying strategy for the excellent *Championship Manager* on the Amiga.The best formation to use is 4, 3, 1, 2.

Using a continental style, use 2 centre backs, 2 fullbacks, 3 centre midfielders, a support man, and 2 centre forwards. This will work on all the editions of *Championship Manager*. Stick to this method and your team should always finish at least 20 points ahead of every other team not using the same formation.

Average player ratings should also be exceptionally high. Ratings have a bearing on the next season's player value. It can be used to advantage when bringing through young players. Bring them on for 10 games a season when your team is winning about 4-0. This results in their rating finishing around 9-80. The following season the youngster's value should rocket – keep doing this until he is worth around £4-5 million then give him more first team starts. Using this method Kevin managed to transform Ryan Giggs from a 3 million rookie into a 29 million mega star.

When buying players, go for those that are either thoughtful, responsible, or confident. They tend to play better. When looking at the player's statistics, go for those with consistently high stats, not those with even mixtures of 1's and 20's.

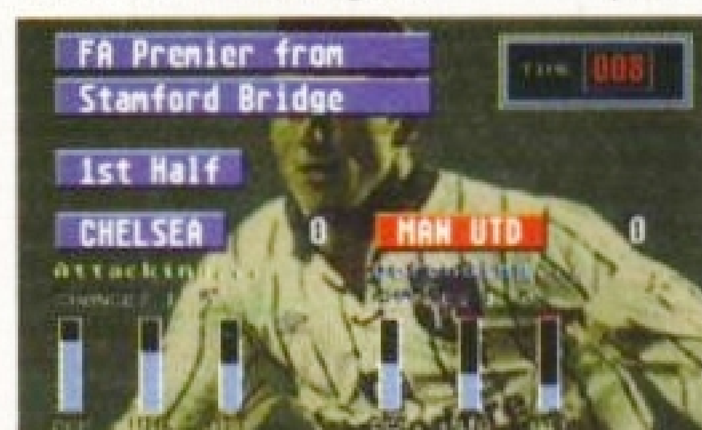
Here are examples of the best players; English version – Redknapp, Giggs, Bosnich, Collis, Clough, and Sharpe.

Italian Version – Asprilla, Maldini, both Baggio's, Desailly, Panucci, Ferrara, Fonseca, Giggs, and Melli.

Upon starting a new game look through all the cheaper players as their stats change with every game.

For those who still don't know the cheat, whenever an outfield player reaches 30 (34 for a goalkeeper), sell him at the end of the season. Make sure he is insured and increase his value as much as possible. Next season, after the player retires, your bank balance will be show a healthy improvement.

As an example of what can be achieved using this guide, here are some of Kevin's records.
Best Bank Balance = £70 million
Record number of goals from a centre forward; Cantona (80), a support man, Asprilla (47), centre midfield, Zaini (39), a full back, Finetti (28) and a centre back, Galente (19).



Championship Manager: Graeme of course, would use the sweeper system and lose all the time into the bargain.



Championship Manager: Bring young players on for at least 10 games a season.



Theme Park A500: Calling Mark Lamport. Calling Mark Lamport. Come in, your time's up. You're a cheat and a scoundrel.

THEME PARK A500

Stewart Priest of Glasgow has sent in the following cheat for the A500 version of *Theme Park*.

Enter your name as MARK LAMPORT

Enter your nickname as MARKL

Now when you start the game, press and hold down C.

A message window will appear saying:
"MARK LAMPORT HAS CHEATED".

Look down at the money box and you will see the amount of money rising. When you reach the required amount of money, let go of the C key. Then:

Press Shift & Z and Alt & Z to get all the rides and shops.

HELPING HAND

A CURSED BALANCE



In *Curse of Enchantia*, I know that I've got to find something in the Seesaw room but so far I've had no luck. Can you help?
Kev MacHallam
Perth



Attach the plank to the boulder, throw the monitor onto the plank and you'll be catapulted onto the higher rock where you'll find a magnet.

REACHING FOR THE PARASOL STARS

I've recently acquired cutey platform classic *Parasol Stars*. Are there any cheats for it?
W. Boyd
Harrogate

Type 'CYNIX' during the game and then press...
M – to get all three stars
G – to kill all the baddies on the screen
C – for an extra credit
D – to die
X – to skip to extra level
T – to end the stage
1 to 7 to skip stages
F1 to F10 - to skip levels
B – to skip to bonus screen
This cheat won't let you onto the last two levels though.



LIBERTY FOR ALL

I don't want a complete solution or anything, but do you know any helpful cheats for *Liberation:Captive 2*?
I. Bardanni
Leicester

Some items can be bought for a fraction of their correct price simply by expressing an interest in making a purchase, locating a credit card with less money on it than the price of the selected item and handing over the card.



Theme Park A500: Money obtained by cheating will never help your design skills.

SIMCITY 2000

Christopher Page from Derbyshire has found a way to acquire large amounts of money for *SimCity 2000.* All that is required is a Hex editor and a modicum of knowledge about how Hex numbers work: begin the game as usual, start a new city (or edit the map then start) and play as usual until your cash becomes negative.

Note the cash on a piece of paper, save the game and exit *SimCIty 2000.* Load the saved game into a Hex editor (like *NewZap* from coverdisk issue 57).

This is where the hard bit comes in: convert the cash you had into the equivalent long word, two's complement hex value (many scientific calculators do this). For example: -100 is FFFFFF9C in hex.

Once you have the number converted find it in the file with the Hex editor (it should be near the start, usually the second or third line in *NewZap*).

Replace the four bytes with your required cash (in +hex of course) then save the file. Be warned, this can completely mess up your file if you change the wrong bytes. Make a backup of the unchanged file before you start editing. If the file doesn't load, or the computer crashes, try editing the file again.

ZEEWOLF 2: WILD JUSTICE

Trenton Webb of Binary Asylum sent in these handy hints for *Zeewolf 2.* We've split the tips into two and will print the rest next month.

Dollars

1. Every $250,000 earned in Zeewolf 2 is rewarded with an extra life.These are only of use in continuous play, but for tackling the trickier levels, a few extra lives never go amiss. Here are some hints to help you build your bank balance:
2. Always, always, always re-arm with Zephyr missiles and Zulu rockets before completing missions. These count towards your UNUSED WEAPONS BONUS. So, fulfil all but one of your mission objectives and then raid the level's Camels so that the Zeewolf finishes the level with as close to a maximum compliment of weapons as possible.
3. Cannon rounds don't count as part of the UNUSED WEAPONS BONUS, so use all the cannon shells available to destroy as many objects – buildings, non-mission component enemies etc. If you've enough spare cannon destroy everything (except trees) on a level.
4. On most levels there are spare POWs for armour refresh purposes. Even if you do not need armour refresh, rescue the men to earn $5,000 per POW.
5. There are often more men available for rescue than are required for the completion of your mission. On these missions rescue them all to boost your HUMANITARIAN BONUS. Do not leave the rescue of extra men as the last part of your mission. The level will only be completed when the required man steps into the doorway and any extras left standing outside will not count towards your bonus.
6. An easy way to get a high unused weapons bonus on REMOTE LINK levels is to ensure that you use all the munitions available on the remote link craft. Their weapons are not recorded in the scoring systems but what they destroy is.
7. Ecliptico landing craft, TERRAPINS shot in the water earn $4,000. Terrapins that have been allowed to disgorge their payload still earn $4,000 but you also get points for their cargo – a minimum of $4,000.
8. Extra lives are also available by rescuing abandoned Zeewolves. These can be found in deserted bases on missions 13 and 18, see the maps below for their locations. One is also found on 31 but it's part of the mission. When these are dropped back at your base/carrier an extra life will be awarded.

Zeewolf 2: Wild Justice: Near the end of a mission, shoot everything up with the cannon and save those dollars towards an extra life.

> **Even if you do not need armour refresh, rescue the men to earn $5,000 per POW.**



Zeewolf 2: Wild Justice: A game everyone should play.

The first time you try, the transaction will be refused. Offer it again and it'll be accepted. Some credits will be deducted and the card will be handed back. This works best with Underworld dealers. Expect goods to get more expensive in later levels.

HARDY HAR HAR. LET'S FLY



My brother loves playing *Fly Harder* but gets terribly frustrated at his lack of progress. How about the codes for some of the later levels.

M. Busby
Manchester

Level two - PHOTON
Level three - METAGRAV
Level four - BLACKHOLE
Level five - SUPERNOVA
Level six - TRANSMITTER
Level seven - QUANT
Level eight - NEOGEOPOWER

If you're playing it on the CD32 version (which you forgot to mention) then you need only enter the first three letters for each level.

CHEATING FODDER "TRY AGAIN"





I need help on Mission eight of *Cannon Fodder*. I've tried a million times and still had no luck.

P. Noad
Hants

To increase the ranks and abilities of your little blokes, head to the save game option. When asked for name enter as follows: JOOLS
You should now see a flashing message "Cheat Mode Active". If not, try again until you get it right.



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(N.B. This includes some games)

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- E033... Education 1 ... Learn German
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- E185... Astrology ... Calculates positions of planets
- E193... Astronomy ... A total concept disk
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- E271... The Highway Code ... All you need to know
- E023... Electronic Train Set (1meg) ... Construct own train set
- E079... Treasure Hunt ... Great kids game
- E270... Dinosaurs ... Quiz on dinosaurs
- E298... States of Europe ... Information on this continent. Good
- E299... Communicate ... Learn how to use sign language
- E311... The Internet ... A guide to the Internet
- E339... Dunks DTP ... Desktop publishing for kids
- E350... Barney the Bear (2 disks) ... Learn & meet animals
- E385... What's its Name (N) ... Educational for kids
- E411... Word Play ... Lots of puzzle games
- E413... Morse Code Tutor (not 1.3) ... Guide to Morse code
- E424... Artistix ... Children's program
- E425... Typing Tutor (not 1.3) ... Suitable for beginners
- E086... Wraithed 1 ... Pub quiz style game
- E035... Education 3 ... Weather and climate
- E044... Learn & Play 2 ... For the under 12's
- E301... Japanese Tutor (2 disks) (not 1.3) ... Tutorial & dictionary

BUSINESS SOFTWARE

- B136... Amibase Prof ... Excellent database
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- B134... Amicash ... Easy-to-use accounts program
- B137... 600 Business Letters ... All ready to print
- B323... Onform ... Invoice maker
- B330... Easycalc ... Excellent spreadsheet
- B400... Phone Locator ... Dialling codes for Britain

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- C160... Deluxe Paint Tutor ... Painting instructor
- C130... Label Designer ... Various label printers
- C197... Clipart ... Stars/logos/explosions etc
- C198... Clipart ... Valentines and Weddings
- C231... Audio Animation Studio ... Create cartoons
- C256... Print Studio ... Multi purpose printer utility
- C258... Garden Designer ... Create your own garden, excellent graphics
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- C331... Signature Creator ... Customise your signature

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- M213... 500 Plus Emulator ... Upgrade for A500
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- M259... Easy Spell ... Spell checker/helper
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- M210... Pools Tools ... For football pools
- M299... Tee to Green ... Excellent golf-scorer
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- D166... Star Trek Animation ... Animations of USS Enterprise
- D177... Star Trek Animation ... Agatron No.17. More like above. Good
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- Ad007... American Star Trek (2 drives, 2 disks) (N) ... Graphic adventure
- A072... Star Trek Game (N) ... The Next Generation
- N412... The Star Trek Guide (6 disks) ... All the information you need
- A081... Star Trek Quiz ... Trek trivia

ADVENTURE GAMES

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- Ad007... American Star Trek (2 drives, 2 disks) (N) ... Graphic adventure
- Ad019... Dungeon Delver (2 disks) ... Difficult adventure quest
- Ad065... Pixie Kingdom (2 disks) ... Tricky adventure game. Good
- Ad222... Neighbours Adventure (2 disks) ... Bring Paul Robinson to court
- Ad245... Iron Clads (2 disks) ... Graphic adventure
- Ad326... Wibble World Giddy ... Really good platform game
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- A512... Transplant ... Asteroids game
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- A529... Egg Scramble ... One of the best platform games. Limited levels
- A209... Games Galore Ten (N) ... 14 excellent games
- A214... Parachute Joust ... Fight for parachute on descent. V. good
- A524... Assassins 245 ... Packman + 3D
- A526... Assassins 247 ... China Challenge 2, Moose Drive and Antimatter
- A527... Assassins 248 (not 1.3) ... Air Fight, F-Ball and Mattix
- A531... Assassins 249 ... Trooper, Cunundrum and Revolver
- A534... Assassins 250 ... All-rounder, bobble and quadrille
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- A515... Asi 240 ... Super Daleks and Catapult
- A519... Asi 244 ... Pacwar, Master-blaster and Stench

STRATEGY + WAR GAMES

- Sim109. Wheel of Fortune (N) ... TV game computerised
- Sim013. Bullrun (N) ... American civil war game
- Sim513. Bridge ... The card game
- Sim102. Simulation 1 (1 meg) ... Recommended. 5 games including Metro
- Sim124. Napoleonic Warfare ... High quality simulation
- Sim528. Battleships (not 1.3) ... Classic game, computerised
- Sim143. Card Shop ... Well presented card games
- Sim217. Act of War ... Excellent strategy games
- Sim218. Roulette ... Casino classic
- Sim220. Sub Attack (N) ... Also landmine + bomber
- Sim224. Strategic Games ... 3 excellent games
- Sim410. Island ... Excellent board game. Build hotels & money
- Sim414. Diplomacy (N) ... Classic, similar to Risk
- Sim415. War (N) ... Top quality 8bit strategy
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- Sim444. Ultimated Quiz ... Pub quiz clone
- Sim505. Scrabble ... Board game, computerised

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- Sp170.. Amos Cricket (N) ... 'Owzat!
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- Sp530.. Sport Challenge (not 1.3) ... Hype Olympics, lots of events
- Sp532.. Friday Night Pool (not 1.3) ... Pool playing simulation
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- Sp544.. Indi Car Challenge (not 1.3) ... A good racing management game
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- M434... Magic C64 (not 1.3) ... Emulator for C64 tapes & disks
- E435... Guide to Comms & Internet (2 disks) ... Simplified explanations & help
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- U508... Videotracker 2 ... AGA demo creator
- U285... Fairlight ... 29 meg of graphics on one disk
- U289... State Of Art ... Famous, quality demo
- U290... Raving Mad Me ... High quality music video
- U291... Lethal Exit ... Stunning demo
- D300... Technotrack II ... More rave music
- D305... Tina Small ... Slideshow of model
- D310... AGA Mansell ... Nigel Mansell slides
- D315... Minomist Rave ... Great dance demo
- D509... Phoebe Cates ... High resolution slideshow
- E214... A Beginners Guide ... Learn all about WorkBench 3.0
- E300... Speak & Spell ... Good for learning youngsters
- G321... AGA Klondike (3 disks) ... Excellent patience card game
- G322... Giger Tetris ... Tetris clone
- G339... AGA Megaball ... Brilliant breakout game
- G372... Mad Fighter ... 2 player Street Fighter game
- G420... Pssst AGA ... Arcade AGA game
- G442... Excellent Card Games III ... Restricted AGA version
- G445... AGA Donkey Kong ... Re-hash of original. Good
- G510... Raketz V2.25 ... Multiplayer thrust shoot 'em up

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This month Robert Polding checks out what's on offer in the Public Domain, while Simon Carless takes a look at the 40k intros from "The Party V" in Denmark.

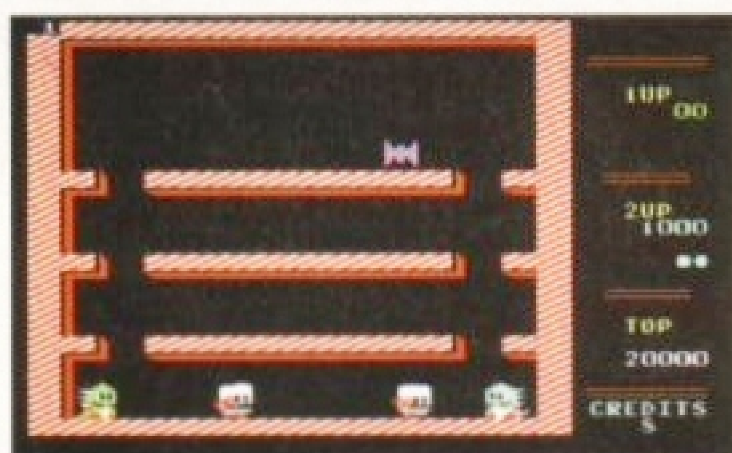
PD Select

MAGIC 64

C64 Emulator

By	Michael Kramer
Ware	Shareware
PD Library	Network
No of Disks	One

Commodore 64 emulators are now commonplace in the PD scene, but to find one that gives the real C64 a run for it's money is a rare thing. While many emulators require games and a real C64 ROM this one is 'ready to run' and includes one of my all time fave games, *Bubble Bobble*! In order to get the full pleasure you will need a 68030-40 processor, although it will happily chug along on a 68020 (1200). You will also need 1.7 MEGs of free memory to run it, because it has to load the ROMs into memory.



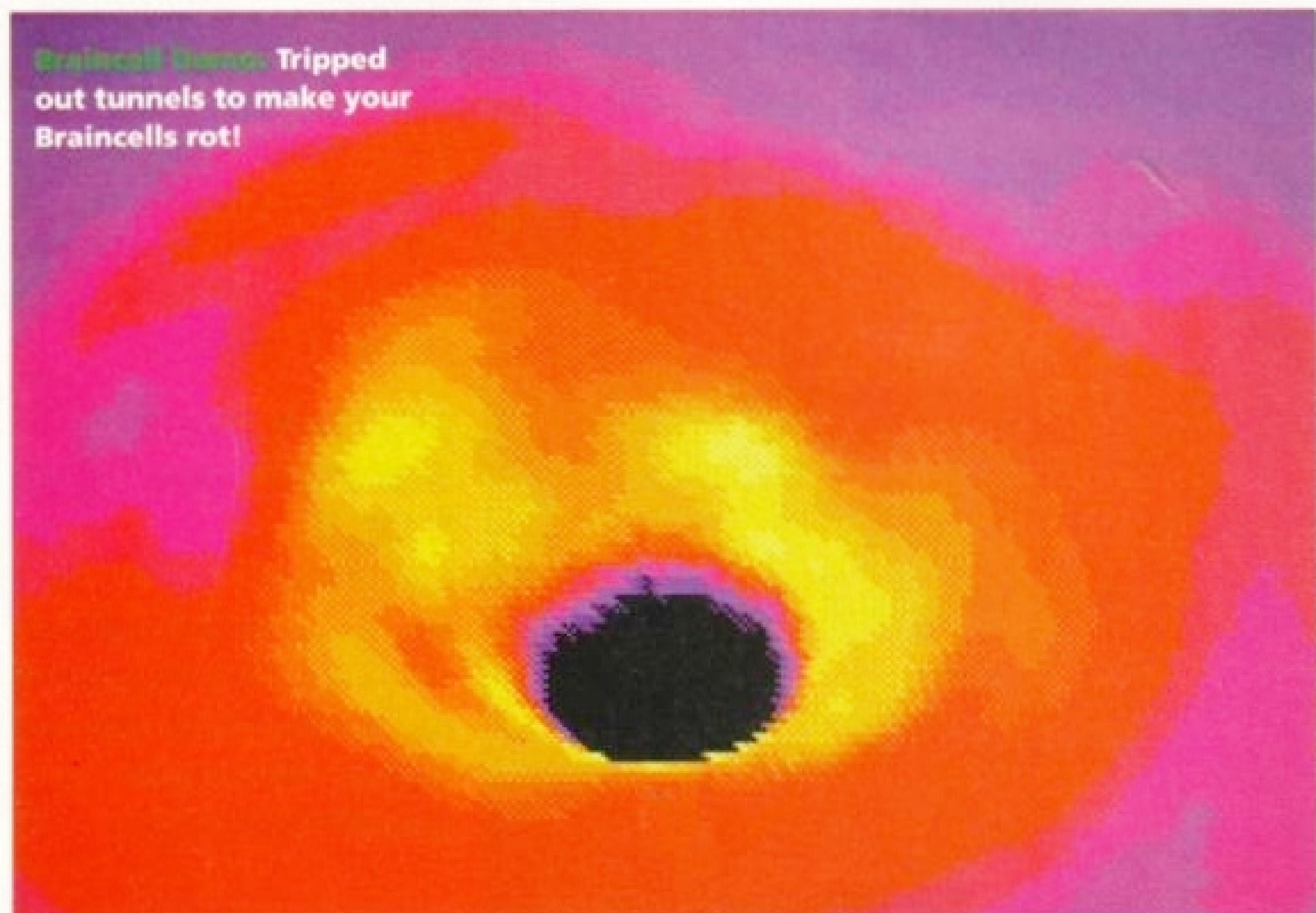
Magic 64: C 64 days revisited, with the still excellent *Bubble Bobble*!

BRAINCELL DEMO

DEMO

By	Various
Ware	Freeware
PD Library	17 Bit Software
No of disks	One
Price	£1.50

A demo is often a boring affair, with lots of text and very little happening. But sometimes some rebellious coder breaks the chains and brings you a rush of images and sound. *Braincell.* starts with a superb flying tunnel, and then carries this on in different colours and directions at an often mindblowing pace. It's backed by a pumping techno soundtrack and is an essential buy for all techno and graphic freaks.



Braincell Demo: Tripped out tunnels to make your Braincells rot!

GRAPHIC WORKBENCH

Icons

By	TMC
Ware	Shareware
PD Library	17 Bit Software
No of disks	Two
Price	£1per disk + 50p p&p

Ever wanted Baywatch on your Workbench, or the X-Files appearing every time you boot up? Then these collections of icons are what you need. Accompanied by backdrops, the images are 256 colours and very well digitised. Most of the collections feature a Hi-Res picture and several icons on the subject for your partitions and default icons. Unfortunately the icons get their colours from the pictures so you have to use the image, in order to use the icons.



Graphic Workbench: Spruce up your desktop with your own favourite interest.

FLAVOUR DEMO AGA

DEMO

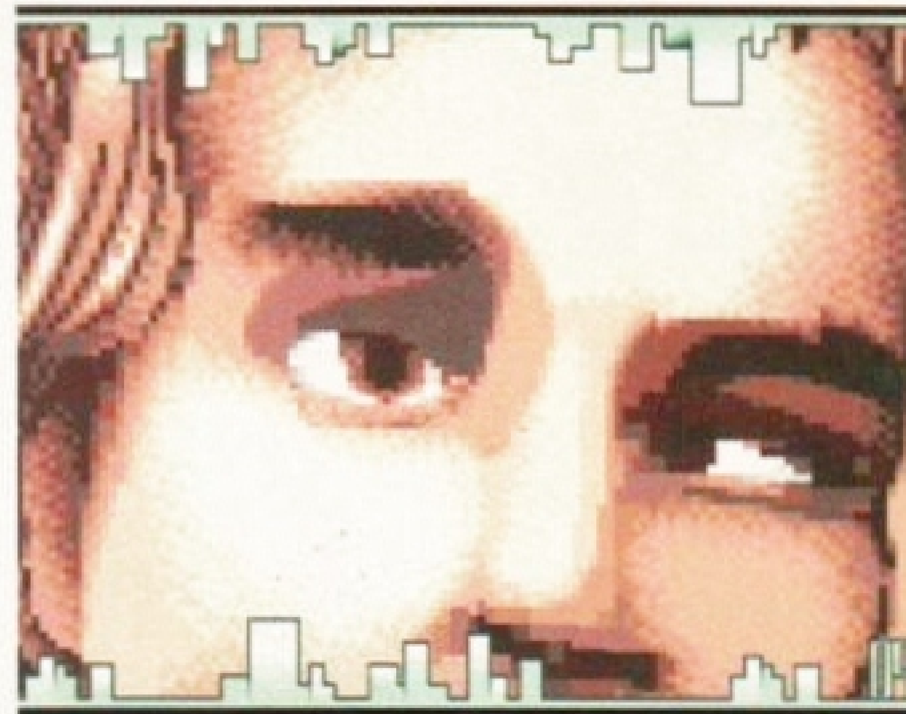
By	Various
Ware	Freeware
PD Library	OnLine
No of disks	One
Price	75p per disk + 50p p&p

If you've seen the new Playstation you must have seen the game intros with those impressive texture mapped images in full rendered 3D. The effects in this demo resemble these sequences with superb spinning texture mapped objects, that look stunning.

Unfortunately they don't last too long but at least they put the AGA to a level it deserves. The music also has a pumping bass that accompanies the effects with tremendous style.

Continued overleaf →

Flavour Demo: Effects that even make the Playstation tremble, believe me!



PD Selection of the month

HELLSPAWN

By ....Steve Arnott
Ware ....Licenceware
PD Library ....9th Level Publications
No of Disks ....Five
Price £5


Hellspawn: Letterman gets it!

Comics are something that can appeal to people of all ages, from Viz to Beano. This one is aimed specifically at the adult audience. The comic on disk uses a crude system of having the viewer load each picture, but there are some excellent quality AGA images. The story is about a group of demonic superheroes sent to create Hell on Earth. It sounds corny but gives way for an amusing and bloody comic, beginning with a monster on the David Letterman show! The artwork is flawless, showing tremendous detail and accompanied by a dark soundtrack. This will be a monthly comic priced at five pounds (inc P&P), which is actually very good value because it works out at £1 per disk. Again, note that there are some graphic (in the other sense of the word) scenes.



Dark Fiction: Dark images for dark stories, not for the squeamish.

DARK FICTION

By ....Various
Ware ....Freeware
PD Library ....Saddletramps
No of disks.....................................One
Price...80p

As the title suggests this is a collection of stories, falling into the horror genre. These grizzly stories are written in a 'Creepshow' style and presented in a book-like interface.

The titles range from 'Cry' to 'Urban Horror' all with plenty of strange goings on that bloodthirsty horror fans will adore. There are several stories that contain language that could offend, but this has to be expected in this type of writing.

THE PARTY 5 – 40K INTROS

DEMOS

Ware ....Freeware
AGA, some work better with fastmem. Available on the Internet via ftp from the Papa demo archive: ftp i41s20.ira.uka.de pub/TheParty95/intros/)

Following on from last month's Party 5 demo reviews, this month we take a look at what the 40k intro competition had to offer. What delights can demo scene whizkids fit into 40960 bytes?

The disadvantage of 40k intros is that there's no real room for spectacularly pixeled pictures or extravagantly sampled guitar tunes: blocky logos and beepy 'chip'-tunes tend to predominate. On the other hand though, there's plenty of room to concentrate on spectacular code and design work. The biggest advantage being that you can fit at least 20 intros on one disc. Compare that to the one demo you get normally – more bounce to the ounce, more splash for your cash!

The winning intro, was *Creep*, by the Artwork & Polka Brothers. It featured some smart, phong-shaded vector objects, as well as nice distortion effects and a superlative lightsourced, metallic ring.

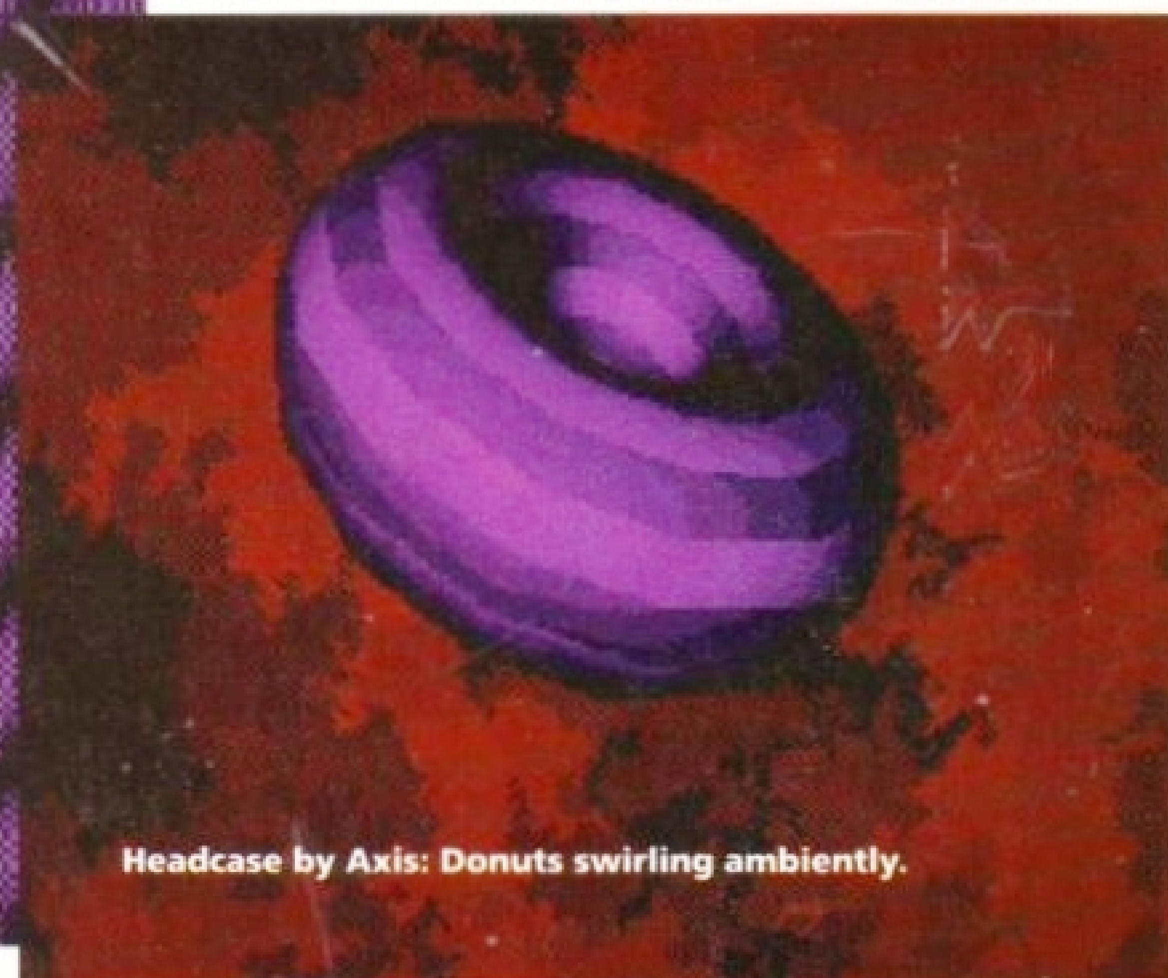
Headcase by Axis, placed second, opted for the ambient approach, with some more of the increasingly ubiquitous donuts, swirling over a mandelbrot background and an original real-time explosion effect.

Meanwhile, the third-ranking intro, *Free Your Mind*, by Scoopex, has a nice approximation to a famous PC demo, with a face struggling to break through a distorting vector block.

A lot of the lower-placed intros were just as excellent, if not better than these three, and Abyss' and Passion's intros have especially excellent design, with Subject's Commodore 64-style tune in the Passion intro worthy of added praise.

Finally, *Tekken* by Syndrome fits the Playstation classic into just a fraction of a disc. Honest. Well, ok, it's just some digitised, blurring kung-fu footage, but what do you expect in 40k?


Abyss' intro: It may not have won but it was just as good.


Headcase by Axis: Donuts swirling ambiently.

PROTRACKER SUPPORT ARCHIVE VOL.3

UTILITIES

By ....Havard Pedersen
Available on the Internet via ftp from the Aminet archives: eg ftp src.doc.ic.ac.uk, mus/edit/ptsupp.lha



Tekken by Syndrome: You get your 40k's worth.

If you're at all interested in making music on the Amiga, and you have a copy of *Protracker* – the module composition tool which *Octamed* is based on – then this support archive is absolutely excellent for both beginners and more experienced 'trackers'.

It features full AmigaGuide documentation to *Protracker*, with clear instructions on how to use the program,and basic suggestions for how to go about making a tune. This incorporates the original *Protracker* docs, but has been extensively enlarged and linked, making it a very useful resource.

In addition, there's a good module-ripping program, so that you can try to grab your favourite tune out of a game or demo and listen to it any time. Or play around with it yourself, if you feel like it. There are also some very useful assembler source codes for replay routines, which coders will no doubt have a field day with.

Finally, there's selected sound samples and songs to show you how it's all done. They're of a consistently high quality, too, so there really is something in this collection for everyone interested in MOD music.

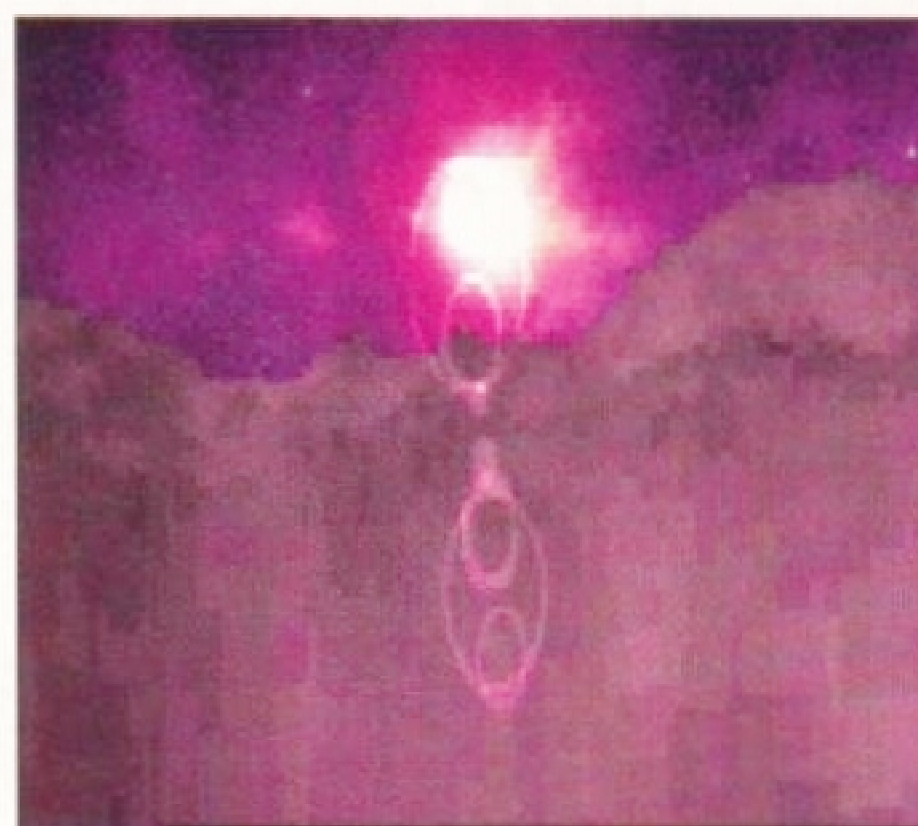
This is especially true as *Protracker*, despite only using 4 channels, is still a viable alternative to Octamed. Please note that *Protracker* is also a freely distributable program, and is available from Aminet or your local PD company. I'd recommend version 2.3B, but many people prefer the MedRes, redesigned, 3.0+ versions.

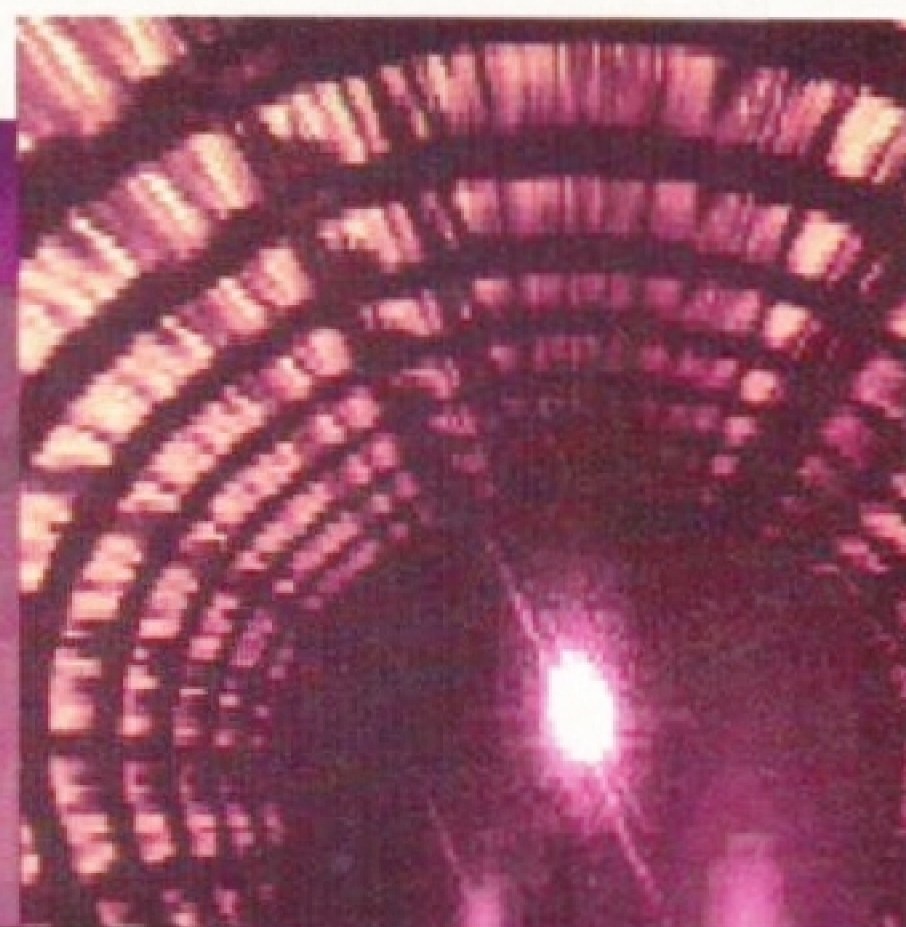
STELLAR – GALERIE REMIX

DEMO

AGA

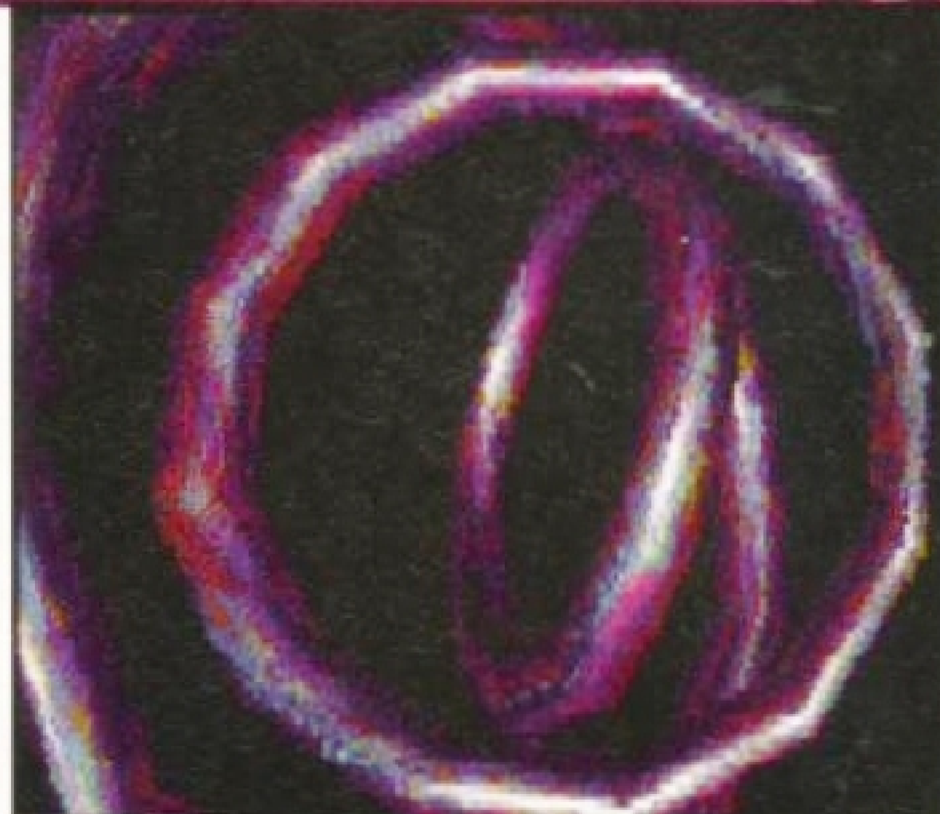
Available on the Internet via ftp from the Aminet archives: eg ftp src.doc.ic.ac.uk, demo/aga/str-gale-mix.lha





Galerie Remix by Stellar: Impressive images and a tune by Groo and Dune!

Just recently, a new trend seems to have started within the fertile imagination of the 'demo scene'. Whether it be because demo coders can't get round to coding any new routines, or just because it's an interesting concept, demo crews have started releasing remixes of their demos. Essentially the same effects but with different design and style.

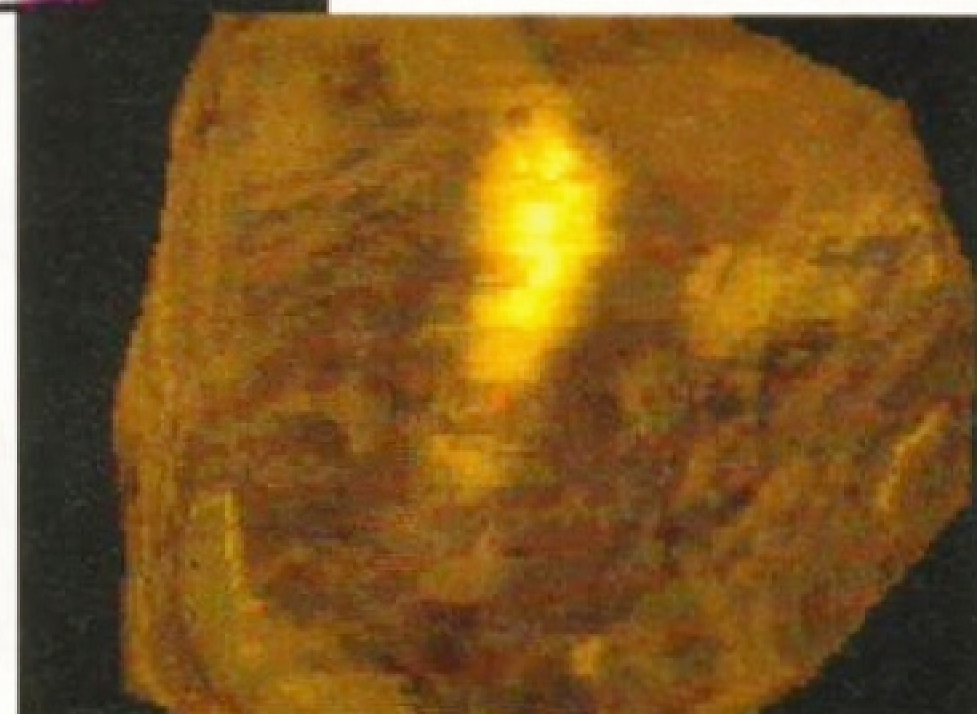


Galerie Remix by Stellar: Remixed for '96 and now running on the A1200.

Thus, we get Stellar taking their demo *Galerie*, and remixing it for 1996. *Galerie Remix* won the first demo competition of 1996, at Juhla in Finland. One thing especially to be commended about this remix is that it's been tweaked to run on a normal A1200 with no fastmem, albeit a little sluggishly.

In any case, the demo itself is nothing short of excellent. Stellar like playing with light, whether it be a lightsource swinging ethereally across a *Galerie* logo, or bright lightspots swooping down alien tunnels. It's simply a wicked example of linear, effects-based demo-making. The routines are original and intelligent with it.

The music especially impresses this time round. It's that man Groo again, with a mysterious co-credit to the PC musician Dune. Together they construct a breakbeat, cut-up guitar accompaniment to rival any recent demo-tune. Stellar indeed.



TOP 10 PUBLIC DOMAIN TITLES

Top 10 courtesy of:
ROBERTA SMITH DTP
190 Falloden Way, Hampstead Garden Suburb, London NW1 6JE.
☎ 0181 455 1626

1. Cinnamon Cats Bitmap Fonts 2
2. Man in the Mirror (Anim)
3. Picture This 2 Vol 2
4. Navigator Video Titler
5. Dd Base 7.3 & Invoicer
6. VARK 10
7. Snatch Pack 7
8. En-Lock 8
9. Roberta's Little Blue Plastic Disk
10. Nucleus

WHERE TO GET THE DISKS IN PD SELECT THIS MONTH

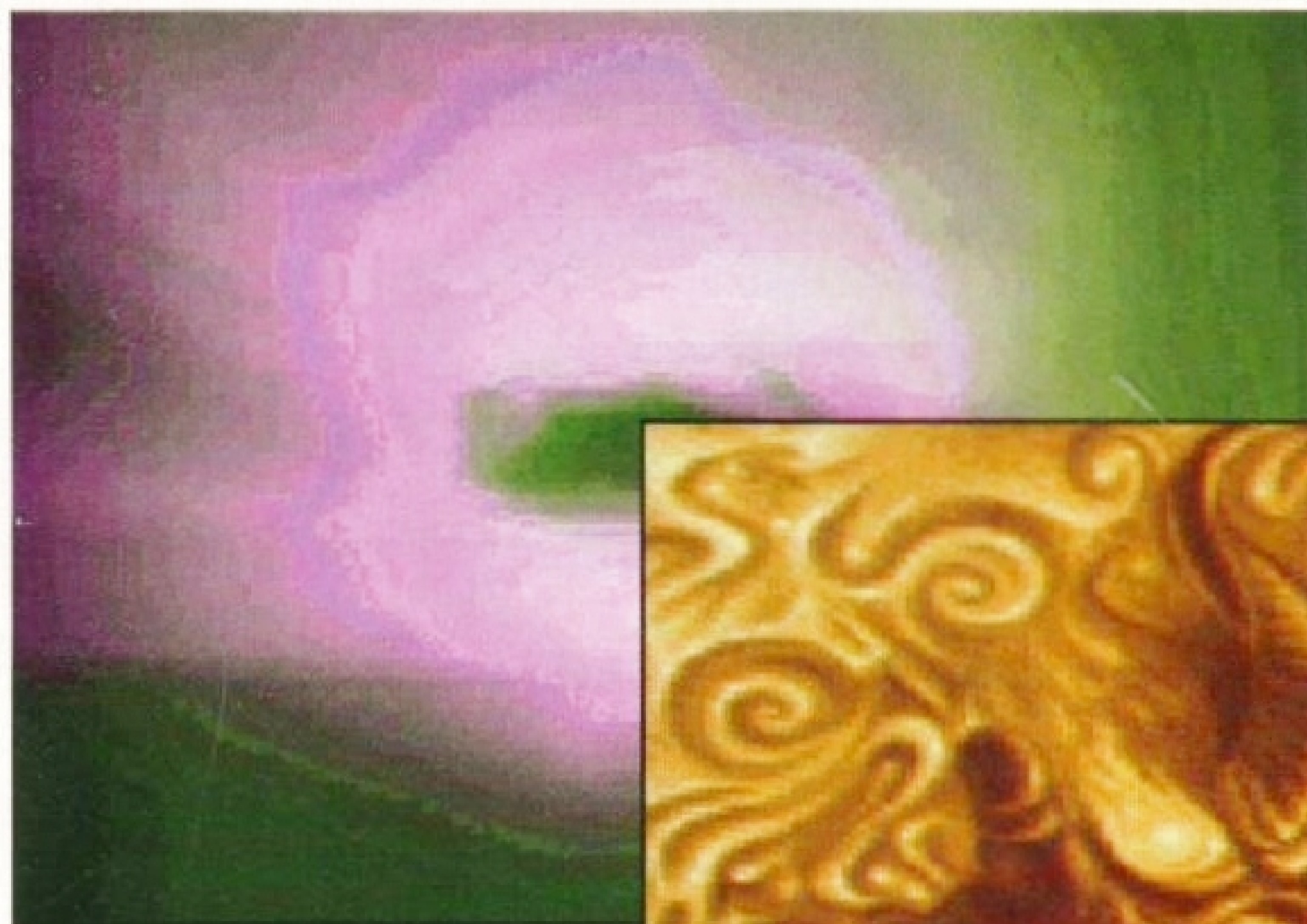
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Sheffield S2 3PJ
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Creep by Artwork & Polka: A distorted chocolate whirl and a lightsourced metallic ring.

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M150 TIFFANY - I Think We're Alone Now
M171 MADONNA - Like a Virgin
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M177 PET SHOP BOYS
M184 SAM FOX - Please Me
M186 MADONNA - Like a Virgin
M188 JOE Le TAXI
M189 MICHAEL JACKSON Smooth Criminal
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M205 RAVE - more Rave
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U922 CAPTION MACHINE excellent video titler
U923 VIDEO MANAGER (not A500 1.3) Video Cataloguing system
U925 VIDEO TITLER - very good video titler

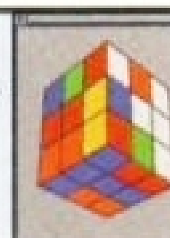
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U046 DARKSTAR no 2 (vol 2-5) loads of utils
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U284 COPY & CRACK TOOLS back up your software
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U324 GRAPHIC Util 2 (3) even more graphic tools
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U334 EMULATOR COLLECTION II (lots of emulators)
U335 FREE COPY back up commercial games
U337 MODEL 3D Brilliant 3D object designer
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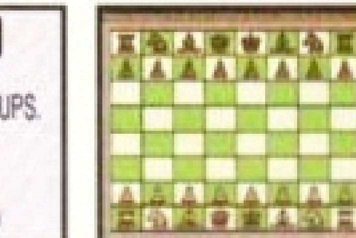




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G431 NESTER CARD GAME- hours of fun for a quid
G435 ROULETTE American roulette excellent
G438 TRAILBLAZER 2 C64 conversion
G441 E-TYPE 2- very good asteroid great graphic
G443 OLEMPIAD DISK (2D) Olympic sport events
G445 DESCENDER GAME tank, search & descender
G446 OBLIDOX excellent arcade/puzzle game
G448 PARACHUTE JOUST quite playable
G455 CASTLE OF DOOM VG graphic adventure.
G460 WIBBLE WORLD GIDDY Large platform game
G467 CASH FRUIT- good fruit machines
G478 AMOS CRICKET cricket games
G488 EXTREME VIOLENCE 2 player battle out
G489 ENGIMA MACHINE very challenging puzzle
G490 MEGA BALL 2 very playable BreakOut clone
G491 BOUNCE & BLAST brilliant platform 10/10
G492 ZOMBIES & DEFENDER 2 fantastic games
G494 MERCANERY SIMULATION 3D wars games
G499 LIFE -simulation very interesting
G500 TRANSPLANT dozens of levels fast arcade.
G501 KLAWZ THE KAT- great platform game
G511 HIGHWAY HELL like SPY HUNTER on the C64
G531 OPERATION FIRESTORMS-brilliant
G534 CASTLE KUMQUAT similar to Alien Breed
G535 BLACK DAWN brilliant graphic adventure
G538 MORIA 5.4 The latest Dungeons & Dragons

101 GAMES

PRICE ONLY £9·99
Brilliant collection of over 100 of the very best PD games includes INVADER 2, Tetris, Monopoly etc. Far too many to list. VERY easy to use menu. Most games come with full instructions
MUST FOR ANY GAMES PLAYER
COMPATIBLE WITH ALL AMIGAS



101 Gampe PK recieve 90 % in Amiga Shopper issue 54

All games are selected from an easy to use menu and most games come with full playing instructions.

G539 BRIDGE Good version of Bridge
G540 ORK ATTACK bloody adventure
G541 REBOUNCE 2 player futuristic breakout
G542 ROAD TO HELL brilliant car racing
G544 SUPERTOM CAT New vertical shoot em up.
G545 KUNGFU CHARLIES mix with platform brill.
G546 RAID 4 latest vertical scroll shoot em up
G546 QUIZMASTER very good quiz program
G552 ELEVATION games based on lift ??
G560 IMPERIAL WALKER -Based on STAR WARS game
G567 STARBASE 13 (2 disks) Brilliant - like MONKEY ISLAND
G657 AMOS LOADSA MONEY best fruit machines
G659 MR MEN OLYMPIC (2 disks) many events to complete
G660 4 L.C.D DREAM 4 small hand held games
G664 NEIGHBOUR GAMES (2 disks) based on the TV series
G665 TIME RUNNER (WB2/3) Brilliant graphic
G667 GOLF (2 disks) One of the first & best GOLF
G668 AMOS CRICKET 2 New Amos cricket simulator
G669 MUGSY REVENGE gangster graphic adventure
G672 JIGSAW (2 disks) very playable jigsaw games
G673 BOBBY GARDEN + DIGGER (NEW) Brilliant
G674 HIGH OCTANE Fast car racing (not WB1.3)
G675 TIME RUNNER amazing graphic adventure
G680 SPACE-INVASION 2 - Fantastic Galaxain
G681 AUTOMOBILES - PD version of SKID MARK brilliant
G682 BANDIT MANIA - Brilliant fruit machine demo
G685 PROJECT BUZZ BAR -Brilliant Asteroid
G689 GUN FIGHT (not A500) 1.3
G690 THE REAL POPEYE 64 (A500 1.3 only)
G692 SYSTEM DEFEND - Brilliant Defender clone
G698 AMIGA-BOY - Game Boy emulator + Tetris
G732 DETHELL IN SPACE Recommended.
G735 OVERLANDER Brilliant arcade MOON ALERT
G737 SERIOUS BACKGAMMON The best in PD BG
G771 STAR VOID (2 Disk) brilliant Thrust
G772 UN-SENSIBLE SOCCER very similar to Sensible Soccer games. RECOMMENDED
G773 FRUIT MANIA - Brilliant fruit machine.

101 GAMES PACK 2

PRICE ONLY £10·99
This is the very latest new 101 games compilation pack 2, containing some of the very best in PD games like Zeus, Wonderland, Dragonflies etc. Far too many to list.
COMPATIBLE WITH ALL AMIGAS

All games are selected from an easy to use menu & most games come with full playing instructions

G774 TRICKLE TREAT - like Doom on the PC
G775 FOOTBALL MANAGER - New version
G782 SOLO ASSAULT 3D like Wing Commander
G783 SEED OF DARKNESS - Brilliant graphic adventure"
G785 THE GREAT GOLD RAID - very addictive
G787 ANT WAR V1.9 (LATEST) not 1.3
G788 ZENO-MORPH - Great graphics
G789 TASK FORCE very good MIND SHADOW clone
G790 GREEN FIVE Amazing 3D graphics
G791 PROFESSIONAL BINGO CALLER
G792 MARTIAL SPIRIT like Street Fighter II
G798 6 EXCELLENT CARD GAMES collection
G809 BLITZ 2 fast action shooting games
G810 EXIT 13 Brilliant puzzle
G811 TEMPORAL MISPLACEMENT - Graphic adventure
G812 A DAY AT THE RACES - V.Good horse racing game
G820 BOULDER ORIGINAL with 80 levels
G821 BOULDERDASH cave/level construction kit
G822 BOULDER COLLECTION 2/3 160 level (2 disks)
G839 BOULDER PACK with 640 levels on 8 disks
G860 ALIEN NET WORK- new Space Invaders
G862 BATTLE FORCE excellent text adventure.
G863 GNU CHESS the best chess with 10 levels
G868 SWORD OF YIGG Graphic adventure
G867 POWER-TETRIS for 1 or 2 players
G868 SUPER SMASHING TETRIS
G870 CHESS II & CHECKER One of the best around, must for all CHESS or CHECKERS players
G871 GRAVITY FORCE 2 1 or 2 player thrust clone
G872 SCHNEBITZ Commercial quality puzzle games
G875 DELEXE GALA v2.3 (NEW) feature & bounce game 2 player RECOMMENDED. get it now
G876 THE KRILLIAN INCENDENT like ELITE2/Epic
G878 QUANTUM-Maze collect & escape type games
G879 RAG TO RICHES - like MONOPOLY
G884 WIPE OUT-mindless blasting games
G885 GODZILLA Another shoot em up

NEW 101 GAMES PACK 3

New 101 pack 3 contains over 100 games. Runs on all Amigas, only £11·99. OFFER: buy any 2 packs together & receive a free £4 token for use with next order. This offer cannot be used with any other current offer and is subject to conditions.

G886 SUPER MEGA FRUIT- All new fruit machine
G888 DRIVING MANIAC 3D (fill vector like Indi500) car racing- very fast. RECOMMENDED
G889 PLANET FALL - Luner Lander clone
G891 BUCK TOOTH ADVENTURE Very good multi level shoot/collect em up RECOMMENDED
G892 PENGO 2- Maze type games. Recommended
G893 SUPER OBLITERATION Blast asteroid very similar to PANG 2 lots of weapons RECOMMENDED
G894 SUPER INVASION II - New SPACE INVADER
G897 THE SHEPHERD Brilliant POPULUS clone. RECOMMENDED
G898 ALIEN GENOCIDE (2) Shoot aliens set in space.
G899 PUCKMAN One of the better PacMan around.
G900 SUPER-BATTLE ZONE 3D (not WB1.3)
G901 M*A*S*H a (ANTWAR 2) similar to LEMMINGS & WORM, with loads of Weapons (Brilliant)
G904 LAST SOLDIER (2) multi level platform games
G905 CYBERTECH (2) excellent ALIEN BREED Clone
G906 HANGMAN any one for a game?
G907 ACE SPACE nice platform game
G908 COLOURMANIA slide/Klatnz type puzzle game
G910 HARRY-HADDOCK- Brilliant platformer games
G912 MANGLE FENDER - Brilliant, Smash up other cars/tanks etc to win. Extremely addictive. Get it
G913 ARCADE GAMES CLASSIC Vol 1 & 2 (2d)
G914 HELICOPTER - like Desert Strike
G915 COW WARS. Very addictive 2 player game
G916 ISLAND -Like Monopoly.
G919 COP THE LOT Pro Latest Lottery predictor
G920 LOTTERY PROFESSIONAL
G921 MONOPOLY. (board game) The best version
G922 JET WILLY 3 - excellent platform game
G923 FLAMMING ENGINE - Superb car racing game
G924 POWER MACHINES. Graphically brilliant
G925 SUICIDE-MACHINE Operation Wolf style
G926 ZAXXON 3D Superb C64 3D blaster game
G927 BOING V3. Great platformer. Recommended
G928 PUNTER - Animated horse racing game
G929 ARCADE JIGSAW (2d) includes LION KING
G930 WHEEL CHAIR GLADIATOR - Great fun to play
G931 NIMBLE - Brilliant new arcade puzzle.
G933 BLACK DAWN 3 - THE NEW BEGINNING (2) Superb 3D adventure. RECOMMENDED
G934 R3 ROCKET (NEW) very good rocket game
G935 BATTLE SHIP- the finest PD version
G936 LAST LAP - Fast car racing game
G937 SKID RACER (not A500) - Excellent car racing game

GAMES HINTS & CHEATS II

Do you find it hard to get past a certain level in many games? 5 disk pack with 1000s of games cheats/help/level codes action replays, pokes etc, should help you finish many games – suitable for all Amigas only £4·95.

Updated & Released on 28 July '95

EDUCATION

E001 KID PAINTS superb paint special for kids
E002 COLOUR IT brilliant computer colouring book
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E004 LEARN & PLAY I (not A1200) maths & games
E005 LEARN & PLAY II more education programs
E006 SPANISH TRANSLATOR Spanish, English
E008 MR MEN (WB1.3only) brilliant story adventure
E009 ASTRONOMY tutorial on solar/star etc system
E010 SIMON & SPACE MATHS maths & Simon games

E011 EDUCATION PACK 1

Packed with dozens of educational programs ranging from maths & science to educational games. Suitable for any Amiga.
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E019 DINOSAURS teach you all about Dinosaurs
E020 WORLD DATABASE requires 2+MEG
E021 STORY LAND II interactive puzzle games RECOMMENDED
E022 LANGUAGE TUTOR teaches you 4 languages
E023 TALKING COLOURING BOOK talking Dpaint brilliant
E024 EASY SPELL II improve your kid's spelling
E025 SCRABBLE requires 2-4 player. Brilliant
E026 WORDS can help you solve the crossword
E027 OSWALD Large colourful cartoon game
E030 EVOLUTION breed your own hybrid
E031 IQ TEST + IQ GAMES pack 1 excellent
E033 TYPING TUTOR very good typing tutor
E035 CHESS HELPER helps/teaches how to play
E036 BASIC TUDOR learn about Amiga basic program

EDUCATION & 21 GAMES PACK

Collection of the very best of educational programs and a 21-game pack. A very popular combination for kids (runs on all Amigas)
5 disk pack only £4·95

E038 AMIGA TUTORIAL 7 part tutorial
E039 COMPUTER CARE how to care for your Amiga
E040 GUIDE TO LOWER BACK PAIN tutorial about the spine & how to avoid back pain. RECOMMENDED
E041 KID ALPHABET displays alphabet
E042 FRACTION & SILOUEST maths & games. Excellent
E043 MATH MASTER teaches/tests you on maths
E044 STEAM ENGINE V2 graphic & tutorial
E045 PETROL ENGINE tutorial & animation graphic
E046 GAS TURBINE ENGINE tutorial & anim graphic
E047 STIRLING ENGINE tutorial & anim graphic
E050 DREAM FOR ANGEL explains the meaning of dreams
E051 INVISIBLE WORLD brilliant RECOMMENDED
E052 FISH TANK turn your Amiga into a FISHTANK
E054 DEMOLITION MISSION simple game for kids
E055 WORD POWER solve crossword puzzles etc good.
E056 WORM HOLE simple game ideal for children.
E057 APPLE CATCHER catch falling apples brilliant
E058 CROSS MAZE & CRYPTOKING 2 excellent kids games
E059 VERB QUIZ find the word & its related verb. Brilliant
E061 KING JAMES BIBLE (4d) complete Bible
E066 TARROT clairvoyance in an instant
E068 GALLOW fancy a game of hangman?
E070 MATH DRILLS teaches all basic maths skills V good
E071 ERROR INFO gives information as to why your Amiga crashes
E075 WORLD WAR 2 graphics tutorials on world war like Starprobe/ molecube etc
E076 SCIENCE an excellent collection of science disks. (4 disks)
E080 KIDPRIX great childrens painting program.
E081 ASTRONOMY PACK- Amazing collection of programs relating to astronomy. Locate star positions etc. Must for astronomy student or enthusiast (4 disks)
E073 PICTURE & LETTER learn to read - first steps
E074 AMIGA BEGINNER GUIDE tutorial on Amigas
E085 NODDY PLAYTIME Very good demo
E080 KID PIX more excellent painting programs
E081 D.T.P FOR KID easy to use, excellent
E092 SING A RHYMES sing-a-long
E094 HIGHWAY CODE TUTOR questions on highway code
E096 READ & LEARN (2D) THREE LITTLE PIGGY Story
E097 BACK TO SKOOL vol 1 collection of the best
E098 BACK TO SKOOL vol 2 in educational programs
E099 BACK TO SKOOL vol 3 & games. RECOMMENDED
E100 LITTLE TRAVELLER world wide information
E101 WORLD GEOGRAPHY world with map & text.
E103 DISCOVERY OF THE ATOM tutorial on the Atom (2D)
E104 DESK TOP GUIDE TO MUSIC (3D) guide & tutorial
E107 TRUMPTY FIREWORK ALPHABET Entertaining way to learn the alphabet
E108 HOW TO DEVELOP PHOTOGRAPHS 1 (2) Excellent
E109 MR MEN OLYMPICS (2D) many events to compete in.
E110 CULT TV DATABASE (2D) information on early TV series
E112 HOW TO DEVELOP PHOTOGRAPHS 2 (2) develop your own.
E115 ELECTRONIC WORLDS (3D) Complete King James Bible
E116 HOW THE EARTH BEGAN- Big Bang theory.
E118 WORKBENCH 2 tutorials on Work Bench 2
E119 DINO WAR Quiz on dinosaurs
E120 JUNIOR MATHS Great learning aid for teaching maths RECOMMENDED
E121 PICTURE PUZZLE brilliant JIGSAW type games
E122 WORD FACTORY Brilliant, teach kids new words
E123 KID DISK 1- Brilliant education pack
E124 KID DISK 2
E129 KID DISK 3 (DTP) Drawing program for kids
E142 KID DISK 5 & 6 - 2 disks full of brilliant games
E125 JURASSIC PARK lots of information on dinosaurs
E126 CHILDREN SONG 2 contains 5 excellent songs
E127 MING SHU (A500 only) Brilliant Chinese Astrology.

KIDS DISKS 1, 2, 3, 4 & 5

Excellent collection of educational programs. Ideal for teaching kids various subjects while retaining the fun & game element.
5 disks only £4·99 or order separately for only 99p per disk.
Order Code KID DISK & no. 1-5

E128 ASTRO 22 PRO.V3 -The latest astrology program that calculates the position of planets, time of eclipse, zodiac positions etc. RECOMMENDED
E130 FRENCH VERB TESTER should help you with your French.
E131 CULT TV DATA BASE II (2 DISK) information on early TV
E132 WORLD HISTORY BOOK
E133 LITTLE TRAVELLER II (2) World wide information.
E134 X-FILES - Guide to the TV series.
E148 CHESS & TUTOR - teaches you how to play chess
E150 INTERNET-FULL guide to internet & superhighway
E161 CLI & SHELL TUTOR (help) Ideal for beginner
E162 DELUXE PAINT GRAPHIC TUTOR V 3 & 4 RECOMMENDED
E163 JAPANESE - teaches you to speak the Japanese language
E164 PAINT IT (not A5001.3) latest COLOURING BOOK
E165 KEY BOARD TRAINER An excellent typing tutor.
E166 WORD POWER- spellcheck/crossword solver/teach
E168 CROSSWORD CREATOR - design crosswords
E169 CHESS II & TUTOR brilliant Chess II games
E170 HISTORY OF AVIATION Vol 1 Excellent disk
E171 CHILD FAVOURITE- Education program
E172 ANIMAL LAND - Learn about animals
E175 FRANTIC GUIDE TO COMPUTER (2D) brilliant & funny
E177 CYBERPUNK 2 for CyberPunk freaks only
E178 STAR-TREK & STARTREK NEXT GENENATION GUIDE (6) must for Star Trek fans, contains 100s of pictures from Star Trek series 2
E181 SIGNATURE CREATOR customise your own signature.
E182 VIRUS WORKSHOP V4 comprehensive guide to virus'
E184 IMAGINES VIDEO 2 disks
E185 WORKBENCH 2/3 GUIDE On line help/Complete
E210 LEARN & PLAY 3 Latest education & games
E240 BARNEY THE BEAR GOES CAMPING (2d) all about animals
E241 COMMS GUIDE V1.1 using modems for beginners
E242 GUIDE TO WEATHER (3d) complete weather guide. RECOMMENDED
E245 MATH ATTACK- Maths related games for kids
E242 ANIMAL-LAND - Ideal for young kids. Excellent
E243 PICTURE-MATHS - Maths program for kids
E246 BEGINNER GUIDE TO WB 3 (A1200 only)
E247 GLOBE FACT(2) facts about planet earth
E248 KID ONLY. 6 excellent games to play with
E250 SANTA -Help santa collect presents
E251 BIRTHDAY HISTORY V2.2-
E252 BAR-TENDER - recipes for 1000s of drinks/cocktails
E253 BEGINNER TYPING TUTOR

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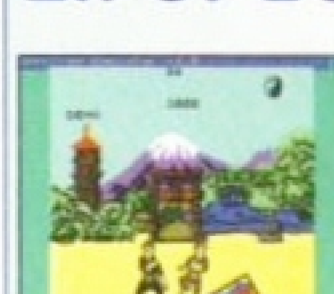
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IMAGINE VARIOUS OBJECTS (Packs 1, 2 or 3)
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<...screen shot from AMIGA

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AGA A1200 & A4000 ONLY

THIS LISTING IS FOR USE WITH AGA AMIGAS

0AGA001 EXTENSION DEMO Stunning demo, fast landscape anim and a rotating city, regarded as the best AGA demo
AGA002 FRACTAL GENERATOR fractal in 256 colours.
AGA003 WORKBENCH HACK hack/toy/blanker etc
AGA006 NEW SUPER KILLER recognises & kills over 316 types of virus. Must for all A1200 owners
AGA007 MINDWARP very first demo for the A1200
AGA011 SLEEPLESS NIGHT 3
AGA012 PLANET GROOVE Super A1200 Demos
AGA013 MOTOR INVADER 2 (2 disks) Brilliant INVADER game
AGA015 POINT OF SCALE Great A1200 only demos
AGA016 CHROMAS - Fairly good demo.
AGA017 WORLD OF MANGA (4 disks) magnificent Japanese comic slide show. Recommended
AGA021 MAGIC WORKBENCH Improve the look of your WB & add some functions to your WB. Really BRILLIANT
AGA022 WB 3 UTILITIES loads of WB 3 only utilities
AGA023 U-CHESS the best chess game program so far but requires 4 megabytes. Brilliant graphics
AGA024 WORKBENCH 3 SCREEN Great backdrop

DEGRADER
AGA090 A1200 FIX DISK COLLECTION 1
AGA091 A1200 FIX DISK 2 COLLECTION 2
AGA094 RELOCKIT V1.4a latest. run A500 SOFTWARE
AGA306 A1200 FIX DISK VOL 3 (New July 95) All disks above are designed to make any older A500-A600 Amiga programs/games etc run on your A1200/A4000
A MUST FOR ALL AGA AMIGA OWNERS. RECOMMENDED

AGA097 A1200 UTIL - AGA TESTER, SYSINFO etc
AGA098 ACTION REPLAY V4 Complete ACTION REPLAY.
AGA099 MADFIGHTER 2 Brilliant Street Fighter clone
AGA100 AGA BLITZ SCREEN BLANKER
AGA101 FAST GIFF 2 display GIFF pic In Workbench.
AGA102 AGA DIAGNOSTIC - NEW system tester
AGA103 BLACK BOARD AGA decent Image processor
AGA105 QUICK GRAB AGA - AGA screen grabs
AGA110 WORLD BEYONDS 1 (3) stunning 256 colour fantasy art. Leaves Atari users breathless
AGA114 SMELLS LIKE CHANEL No.5 Most brilliant demo ray trace picture ever released on the A1200
AGA121 MAGIC FACTORY 1 STAR TREK (5 disks)
AGA133 AGA UTIL v1 & j2 (2) AGA util compilation
AGA135 AGA UTIL V3 &4 (2) more of above
AGA137 MULTIBOOT - 4 different versions A500 EMU
AGA138 OFFICIAL WORKBENCH 3 HARD DRIVE INSTALLER
AGA139 WB3 HARD DISK PREF & INSTALLER installing
AGA140 CROSS DOS PLUS v5.1 read/write PC files
AGA142 SUPER LEAGUE 3 - latest manager games
AGA144 SPEAK & SPELL - educational software for kids
AGA146 KELOG LAND - brilliant platform games
AGA150 ACTION REPLAY V5 - NEW UPDATE TO V4
AGA160 GIGER TRIZ very playable 256 colour Tetris
AGA162 FATAL-BLOW new STREET-FIGHTER 2 clone
AGA166 INFESTATION (3 disks) The ultimate AGA demo
AGA172 VIDEO TRACKER AGA ultimate demo maker
AGA174 MAGIC WB EXTRA Vol 1 & 2 (2 disks)
AGA189 FRIDAY AT 8 another brilliant AGA demo
AGA190 ASSASSIN MULTIVISION AGA pic viewing util
AGA192 ALIEN FRENZY 2 player blasting + power up
AGA194 BIG TIME SENSUAL (2 disks) SPACE BALL 2
AGA200 MASQUERADE (2 disks) brilliant puzzle games.
AGA202 RAM JAM 94 it can't be done (2 disks)
AGA204 COMPLEX ORIGIN (2 disks) requires 2 disk drive
AGA206 TREASURE OF TUTANKHAMUN - educational tool
AGA230 LOVE (2 disks) simply brilliant DEMOS
AGA231 AGA UTIL 7 & 8 (2 disks), More USEFUL util
AGA234 KNOTTY Stunning AGA sliding picture puzzles
AGA240 LOTTERY WINNER hopefully will improve your chance of winning a jackpot. GOOD-LUCK
AGA241-258 AGA GAME-GALORE AGA 01-18 lots of games
AGA251 PACKMAN AGA - The best pacman yet
AGA252 ROCKET PD - Super thrust clone brilliant graphics for 1 or 2 players
AGA253 REAL DEMO Stunning special effects
AGA254 DIRT AGA Brilliant 256 colour effects
AGA255 DELIGHT EXPLORE Excellent demo
AGA256 KEFEREN AGA Demo lots of effects
AGA257 MINOMIST RAVE great rave music
AGA258 OXYGENE Fantastic demo
AGA259 INTEL-OUT Another very good demo
AGA260 SOME JUSTICE 94 Demo of the month. Brilliant whirl effect. RECOMMENDED
AGA262 TO THE DEATH Very good STREET-FIGHTER clone with excellent graphics.
AGA263 GEORGE GALAXO (2 disks) Brilliant multi level shoot/platform game. RECOMMENDED
AGA265 MISSILE OVER ZENON (2 disks) Brilliant 3D missile commander with fantastic graphics.
AGA266 TEAM-HOI DINO PLATFORM Excellent dino platform Note: this disk was a commercial game
AGA274 MUSIC 2 SURVIVE (2 disks) 8 excellent music masterpieces. Well worth getting
AGA271 RAVE MAXIMUM OVERDRIVE II (2 disks)
AGA278 CHANNEL Z ISSUE 1 (AGA) (2 disks)
AGA base disk magazines. RECOMMENDED
AGA disk magazine topic.demo/music
AGA285 WORKBENCH BACKDROP VOL 3
AGA295 DE-LUXE MONOPOLY - Board game. Very addictive
AGA296 DONKEY KONG Arcade classic conversion
AGA297 BOMB PAC Extremely good gameplay
AGA298 ROCKET 2 set deep underground Brilliant graphics. Even better with 2 players
AGA299 SCRABBLE - Now runs on all Amigas
AGA300 MAGIC WB V2. Demo of version 2
AGA302 TUTANKHAM II(2) Education-Egyptian Mummy
AGA305 TIMEZONE (2) Very good graphic adventures.
AGA307 DENTAWOLF Doom demo
AGA308 NAXIS - Really shows what AGA graphics can do
AGA310 FEARS (2d) - Doom clone demo
AGA312 JINX (2d) Fantastic arcade puzzle
AGA313 RAM JAM THE TASTE DEMO wicked demo.
AGA315 ILEX MYSTIC. New AGA demos
AGA320 KLONDIKE 3 (4 disks) HD required & 2 MEG. We also have a list of 25 cards for above.
Hundreds of quality Magic WB icons & backdrops
AGA388 DESK-TOP MAGIC - 32 animated screen blanker
AGA389 WAR OF THE WORLDS - Full 3D games
AGA391 PSSST Amiga version of Spectrum games
AGA390 FEAR II - Brilliant 3D game plays just like DOOM on the PC. Guaranteed to impress.
AGA393 PC EMULATOR V3 - Latest PC emulator
AGA400 HYPER RACE (2) Super racing games
AGA419 EXCELLENT CARD GAMES 3 latest
AGA421 COLOUR WB make your WB more colourful
AGA422 RIDGE RACER Demo on the Amiga
AGA423 DRUG STORE DEMOS (2 disks)
AGA424 DREAM WALKER (2) Demos
AGA425 MYSTIC DEMOS (2) 95 excellent demos
AGA426 ORIGIN 2 (2 disks), Amazing

100 TOP DEMOS

The Largest collection of demos ever released this pack contains over 100 top demos. Must for all Demos. Our top seller ...... RECOMMENDED
Only £7.95 suitable for any AMIGAS

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This is the Big one! Nearly 2000 original disks from the SOFTWARE 2000 library included on a Double CD set. For the title list, just take a look at this double page advert for examples of titles & packs which can be found on these CDs. No lucky dip or unknown software. Full description of every disk/title. Easy to use menu system on both CDs which lets you explore the contents of both CDs without disc swapping ... Excellent. see below

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181 – AGA DISKS — 225 – MUSIC DISKS
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- ☑ No duplicate data
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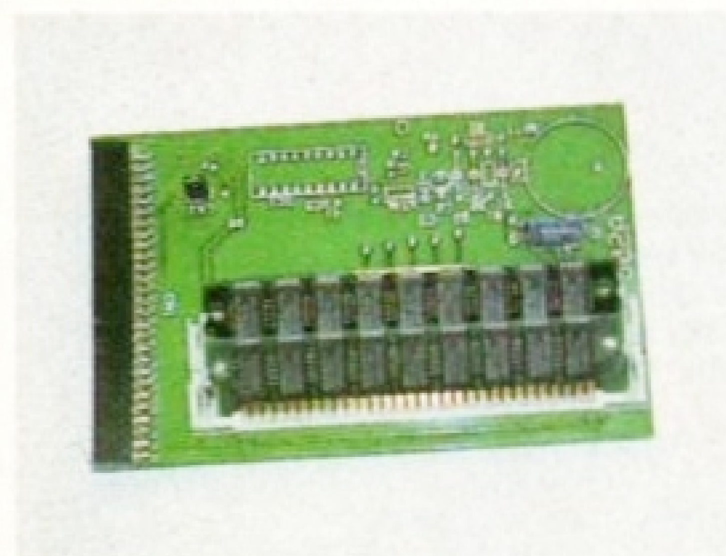
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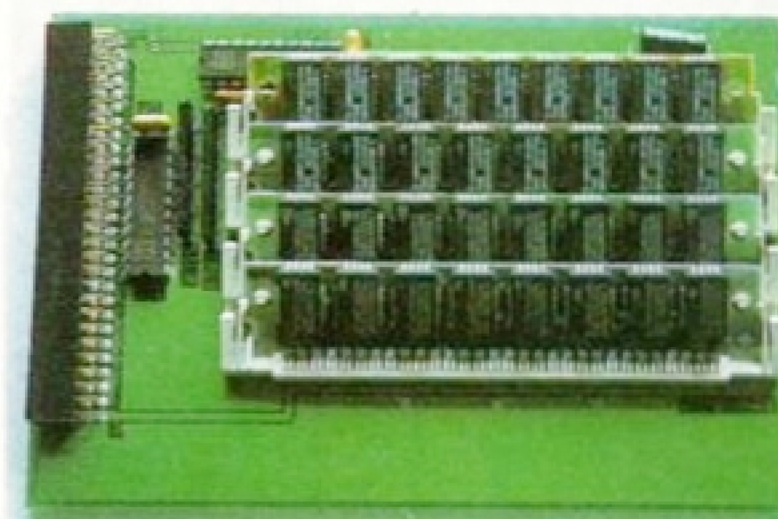
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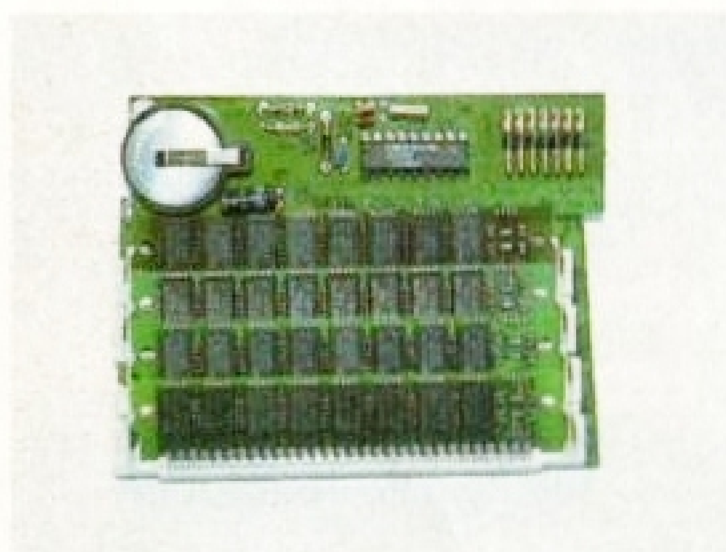


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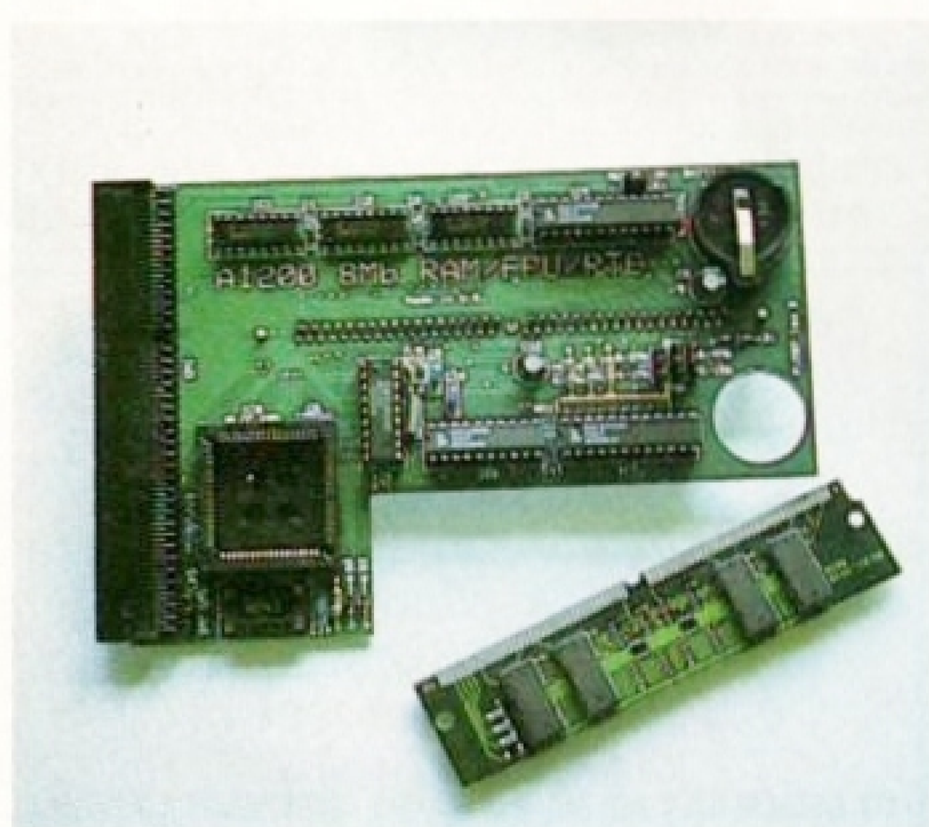
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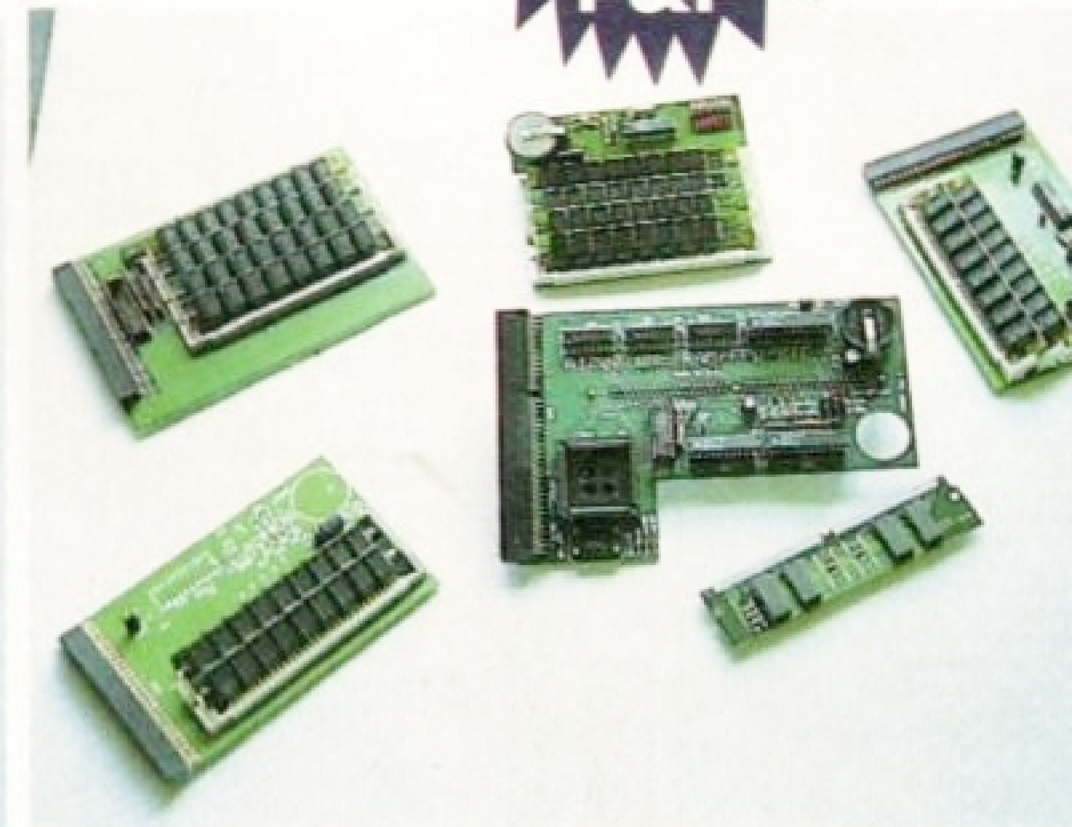




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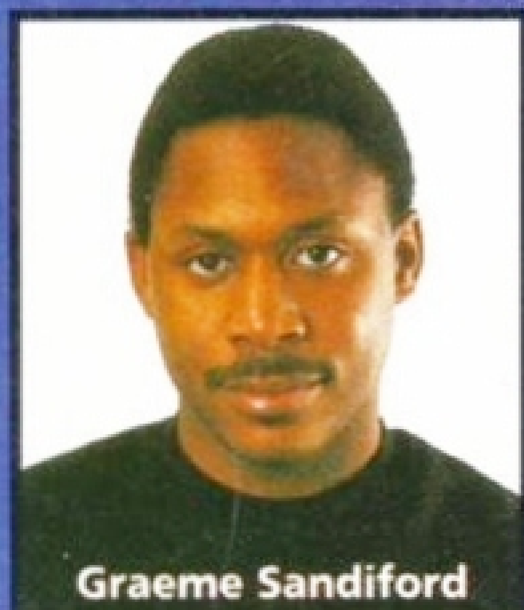
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AF SERIOUS

Ding! These are just two of the 250 photo-realistic 3D objects on the *Model Monger* CD-ROM ......page 73

AMIGA FORMAT INTERIOR DESIGNS


Graeme Sandiford

Finding high quality ready-made 3D objects is never easy so you can can imagine my joy at finding over 250 of them on one CD. *Model Monger Interiors 1* is a collection of photo-realistic common objects you might find in the home or office. As they're royalty-free you can use them in your own productions.

If you are after help with creating your own objects in *Lightwave* then you'll find our review of *MacroForm* of great interest.

Once you've created your masterpiece you might want to print it out which is when a colour printer comes in handy. It just happens we've got the Canon *BJC-610* on test. We've also got an *Amiga Format* first in a review of a video-based magazine and Digita's Wordworth and Home Accounts have some exciting new features.

REVIEWS



A high quality, low priced printer – suitable for the home or the office. Graeme Sandiford was suitably impressed by the latest Bubblejet from Canon.



The quality of the BJC-610's output can be seen even in this low-density print out.

Canon BJC-610



Canon's range of Bubblejet printers have long been one of the most popular lines of computer peripherals. Aside from providing unprecedented quality for their price, the BJ range owes much of its success to its incredible support across platforms.

Bubblejet printing is a unique process where ink is heated until it forms a bubble and then shot at the page while still hot. This results in relatively quiet, fast and high-resolution printing that is ideally suited to colour.

While not able to equal the quality of a laser printer, Bubblejets have always managed impressive resolutions and the *BJC-610* is capable of printing at 720x720 dpi (dots per inch) which is actually higher than some laser printers. The appearance of images is further enhanced by reduced bleeding of the ink because it dries so quickly.

FOUR COLOURS

The *BJC-610* is 4-separation colour A4 printer which means that it uses four different colours instead of three. A three colour printer attempts to generate all of its colours by mixing differing amounts of cyan, magenta and yellow inks. This usually means that when they try to create black they produce a very dark maroon.

The fourth colour used by the *BJC-610* is black which provides better outputs when printing dark colours and means that you don't have to waste other colour inks when printing text.

The *BJC-610* is essentially aimed at the small office market where it will be needed to perform general printing functions and periodic colour printing. However there is no reason why it can't be used in the home too, especially as the prices of the various coated papers have fallen.

Physically, the *BJC-610* is quite attractive and fairly unobtrusive. It has a more or less upright design which is becoming popular with a number of



Although this print from *True Brilliance 2* is still slightly banded it's not bad at all and certainly better than the *Canon Studio* default.

printer manufacturers. This gives the printer a surprisingly small footprint and means that a place can be found for it on most desks – even one like mine with its, uhh… "unique" filing system. One of the aspects of the vertical design which is quite neat is the paper collection tray. This is located at the base of the printer and slides into the body when not in use. The printer also comes with a sheet feeder as standard which can hold approximately 100 sheets of A4 paper, 50 sheets of transparency film or 10 DL envelopes.

QUALITY OF OUTPUT

Other hardware niceties include automated cleaning of the print head. After a while, especially after a period of inactivity, printer heads tend to get clogged with ink which reduces the image quality by producing thin gaps. By using the operator panel located on the front of the printer, you can clean the print head without having to open the printer and shove a cotton bud around inside.

The panel also provides you with information about the printer's status such as the dpi mode, the sheet feeder mode and warns you if the ink is running low.

Of course the most important feature of a printer is the quality of its output. One of the major contributing factors to the quality, aside from the method itself, is the resolution the printer is capable of. The *BJC-610*'s main rival is Hewlett Packard's *DeskJet 660C* and, in terms of resolution, the *BJC-610* has it licked.

The resolution of 720x720 dpi in both colour and black and white modes compares favourably with the *HP 660C*'s 600x300 in colour and 600x600 in black and white.

The *BJC-610* also has a small advantage in the speed department, with a maximum printing speed of 205 cps (characters per second) in HQ mode and 0.55 to 1 ppm (pages per minute) in graphics mode compared with 134 cps HQ and 1.67 ppm.

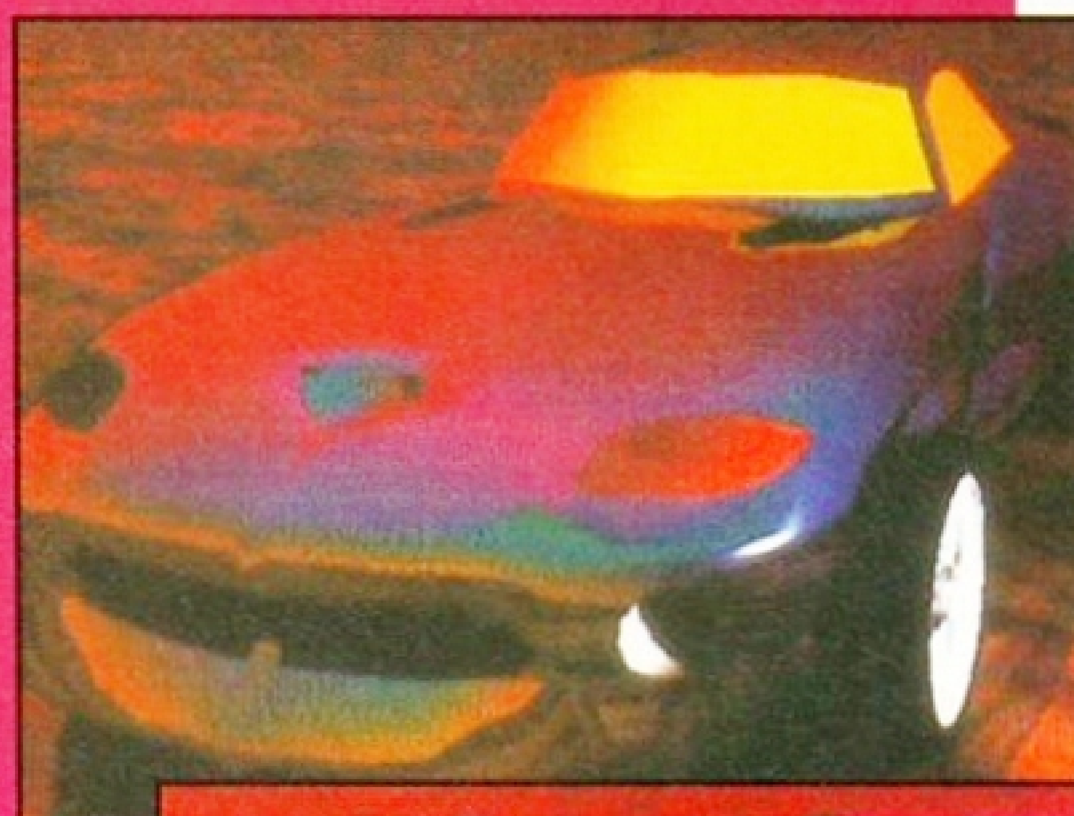
However while the *BJC-610* looks impressive on paper (excuse that pathetic pun), the true test of the quality of the output is how closely it matches what's on screen. While it must be said that this has a lot to do with the driver software – see Driving Ambition boxout – the *BJC-610* produces excellent quality images for its relatively meagre price.

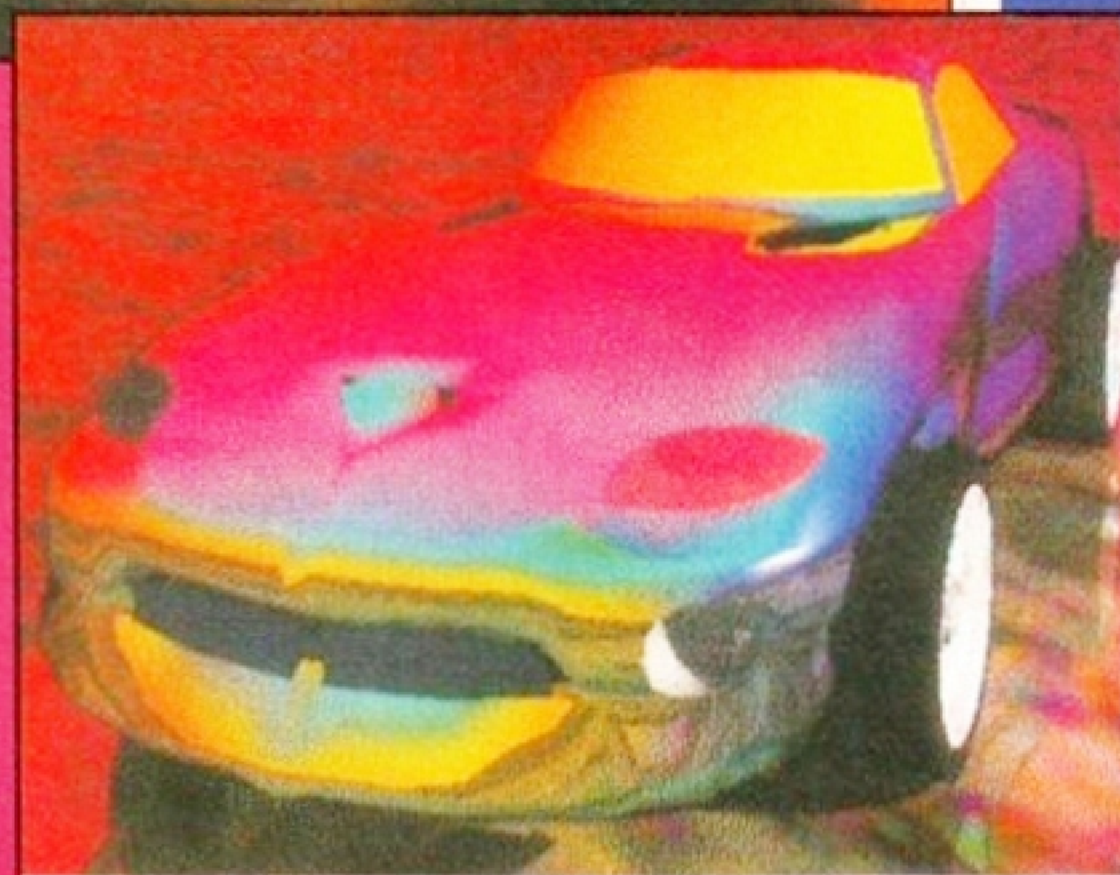
If you are looking for a printer that's capable of producing images that are of acceptable quality for presentations or simply for your own gratification, then the *BJC-610* may be just the printer you're after.

DRIVING AMBITION

You can have the best computer in the world and an excellent printer, but that doesn't mean your output will be as good as it should be. To make sure you get the best out of your printer you need to be sure that you have the best software driving it.

Unlike many other printer manufacturers Canon have always supported the Amiga and while the Amiga drivers aren't distributed with the printer you can obtain a copy of *Canon Studio 6.3* direct from Canon. However we weren't too impressed by the output provided compared with that obtained from *Amiga Shopper* 61's *Turboprint* Coverdisk. The output from *Canon Studio* was heavily banded and way too dark compared to the crisp and diffusion-dithered printout from *Turboprint*. However we did get some better images with some fiddling and the registered version (£20) has more options.





The top picture (printed by Canon Studio) is very dark and heavily banded compared with the one on the bottom (printed from *Amiga Shopper's* Turboprint Coverdisk).

MEDIA MADNESS

Gone are the days when you could only use photo copier paper in a printer. Nowadays you can cram in pretty much anything that will fit. The Canon BJC can also accept a surprising number of different printing media, including; transparencies, BubbleJet paper, Hi-Res paper, high gloss film, glossy coated paper, back print film and fabric sheets.

CANON BJC-610

DISTRIBUTOR
Canon UK Ltd
0121 666 6262 www.europe.canon.com

PRICE
Maximum RP £527 – typical street price of £445

SYSTEM REQUIREMENTS
WB2.04 or better and 2Mb RAM recommended.

SPEED ●●●●
With the right driver this baby can really motor through even fairly large pictures.

MANUAL ●●●●●
There are several manuals and all of them are very good at taking you through setting up the printer and using its features.

ACCESSIBILITY ●●●●
Installation is straight-forward, but the Cannon Studio needs a bit of fiddling with.

FEATURES ●●●●●
WIth a maximum resolution of 720x720 dpi in colour, incredible media handling, speed and quality there's not much more you could expect.

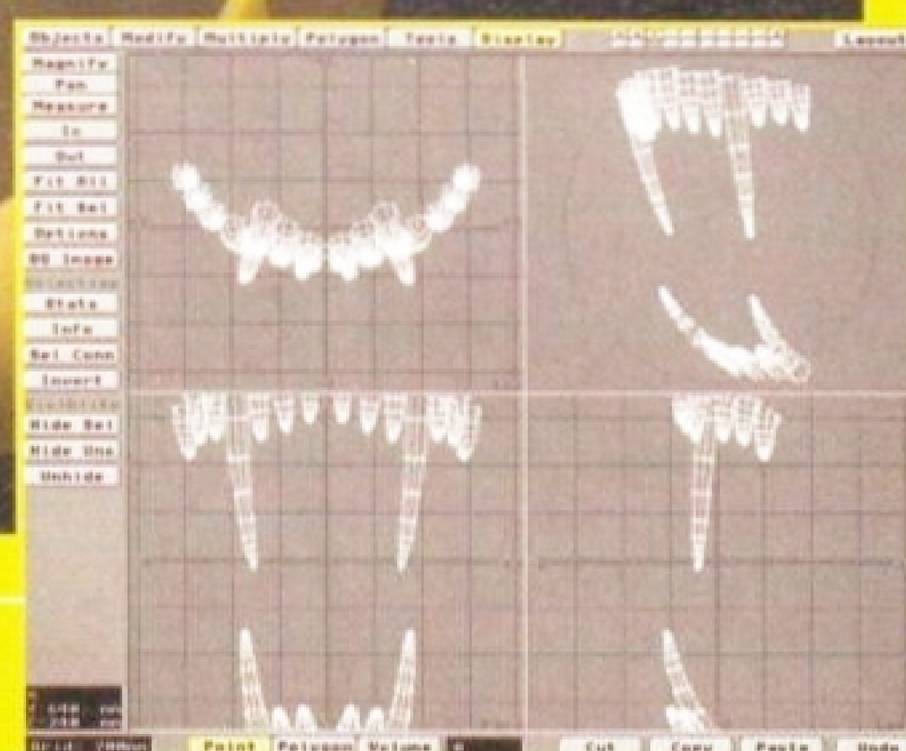
VALUE ●●●●
Laser quality in full colour for under £500 has got be good value.

"If your line of work or hobby demands quality colour printing then buy this!"

92%

MacroForm

Graeme Sandiford finds out what *MacroForm* has done for *Lightwave*'s Modeler.



Main: Hmmm check out the smooooth curves on this mouse.

Right: Those gnashers look nasty, but they were a snap to make.

One of the most common gripes about *Lightwave* is that Modeler, the part that creates objects, could be improved upon. Very often, after swapping from another 3D program, users found it hard to get Modeler to do what they wanted it to.

MacroForm is a collection of over 20 add-on tools for Modeler, developed by One and Only Media to meet the needs of a tricky project they were working on. As well as adding a host of new power modelling features to *Lightwave*'s Modeler the creators of *MacroForm* intended to make creating objects easier for beginners.

MacroForm is split into two groups; the Productivity Set and the RailToolz Environment. However the crux of the system is a useful macro called KeyMaster. It enables you to gain quick and easy access to the other tools through the function keys and set up an environment that suits you.

Align and Center is a Productivity Set tool that helps you align objects. It needs two layers and at least two objects and then it can be used to align objects to each other on an independent axis.

Distance and Angles is a tool that more than replaces *Lightwave*'s measuring functions. Not only does it tell you the distance between two points it also provides you with their angles in all three view windows.

Dimensions is a tool that is great for re-sizing objects as it works on absolute values – so you just type in a new size for an object in feet, inches or whatever. NewBox simply creates cubes with rounded edges. Slice and Dice gives you a great deal of control over creating segments from existing objects by, you guessed it, slicing and dicing them.

The RailToolz macros are the really powerful elements of *MacroForm*. They can be used to create and modify organic objects by making use of Modeler's rails. Perhaps my favourite of these is RailMold which can be used to create beautifully smooth curved surfaces. When used with meshes it can produce excellent organic and aerodynamic shapes.

RailRout is another powerful tool that creates routed object like slides or channels. There are other tools which enable you to perform a number of tasks including bending objects along a curve and stretching and squashing objects

As you can imagine armed with such an array of powerful tools 3D artists will be able to build pretty much any object imaginable. Unfortunately, despite its host of powerful tools, there is one problem with *MacroForm* at the moment.

Along with several other macro using systems, it won't work with the 1260 board. This is because the Rexx Plus Compiler is not compatible. But, despite this problem, *MacroForm* still transforms Modeler into the program it should have been.



MACROFORM

DISTRIBUTOR
Activa UK & Anti-Gravity Products
0181 402 5770

PRICE
$215 (approximately £138)

SYSTEM REQUIREMENTS
WB2.04 or better, 8Mb of RAM, hard disk and *Lightwave 3.5*. 68030 CPU and FPU recommended.

SPEED ●●●●
Bearing in mind the processor-intensive nature of *Lightwave* and the complexity of the objects, it's pretty good.

MANUAL ●●●
Takes a while to get into but is quite thorough and informative.

ACCESSIBILITY ●●●●
If you can use *Lightwave* you should find it easy – if you can't, it still shouldn't be too hard.

FEATURES ●●●●●
A tremendous range of useful macros that literally transforms *Lightwave's Modeler*.

VALUE ●●●●
For the privilege of getting even more out of *Lightwave* this is definitely a good deal.

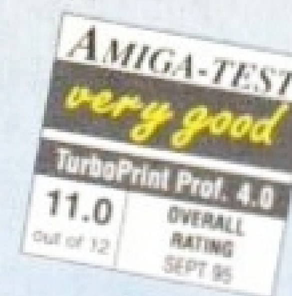
"Modelling in Lightwave will never be the same again"

90%

"If you print without it, you have only yourself to blame!"*

*Review in German "Amiga Plus" Magazine Dec 95





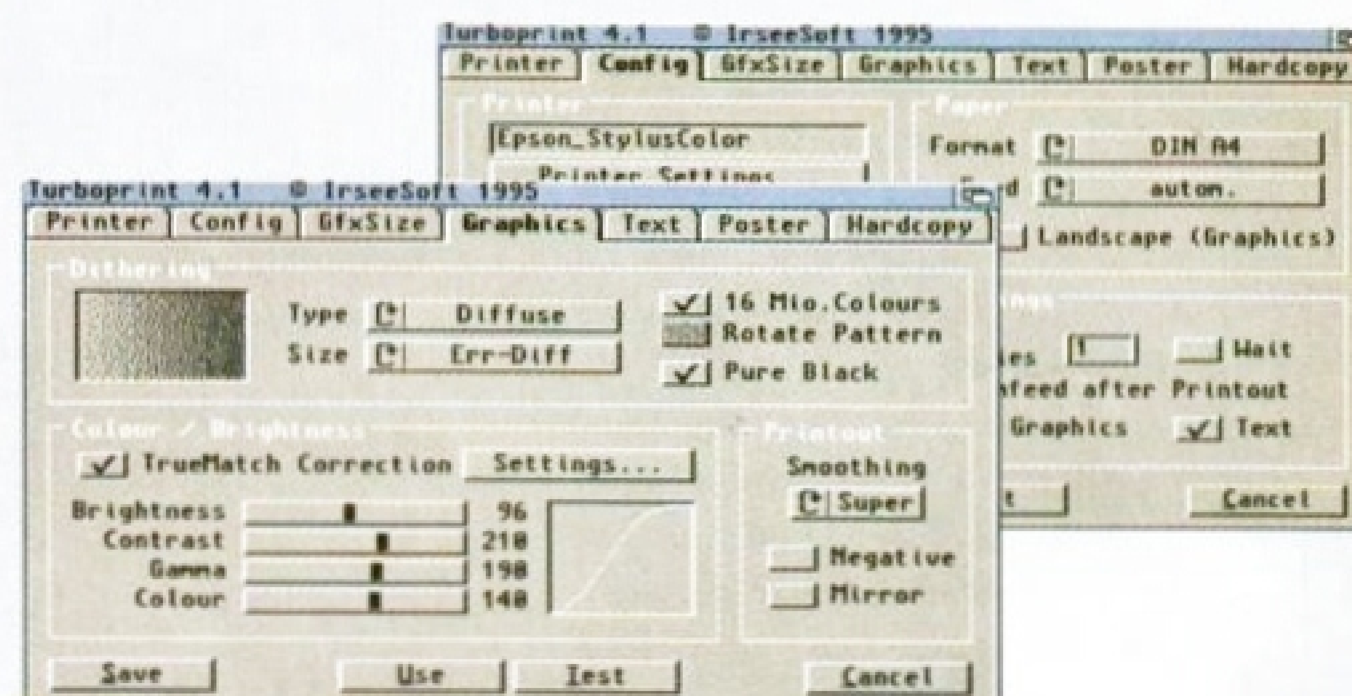


Award '95

TURBOPRINT Professional 4.1

The probably best 24-bit printer driver system has now got even better!

Outstanding: TurboPrint will not only output 24 bit-graphics directly from your floppy or hard drive in the highest quality possible, but will also print **from applications** like Personal Paint, Deluxe Paint or Brilliance the **full colour palette** available with AGA-graphics chipset. Although utilising the standard Workbench printer interface, printout will **not** be limited to the usual 4096 colours.



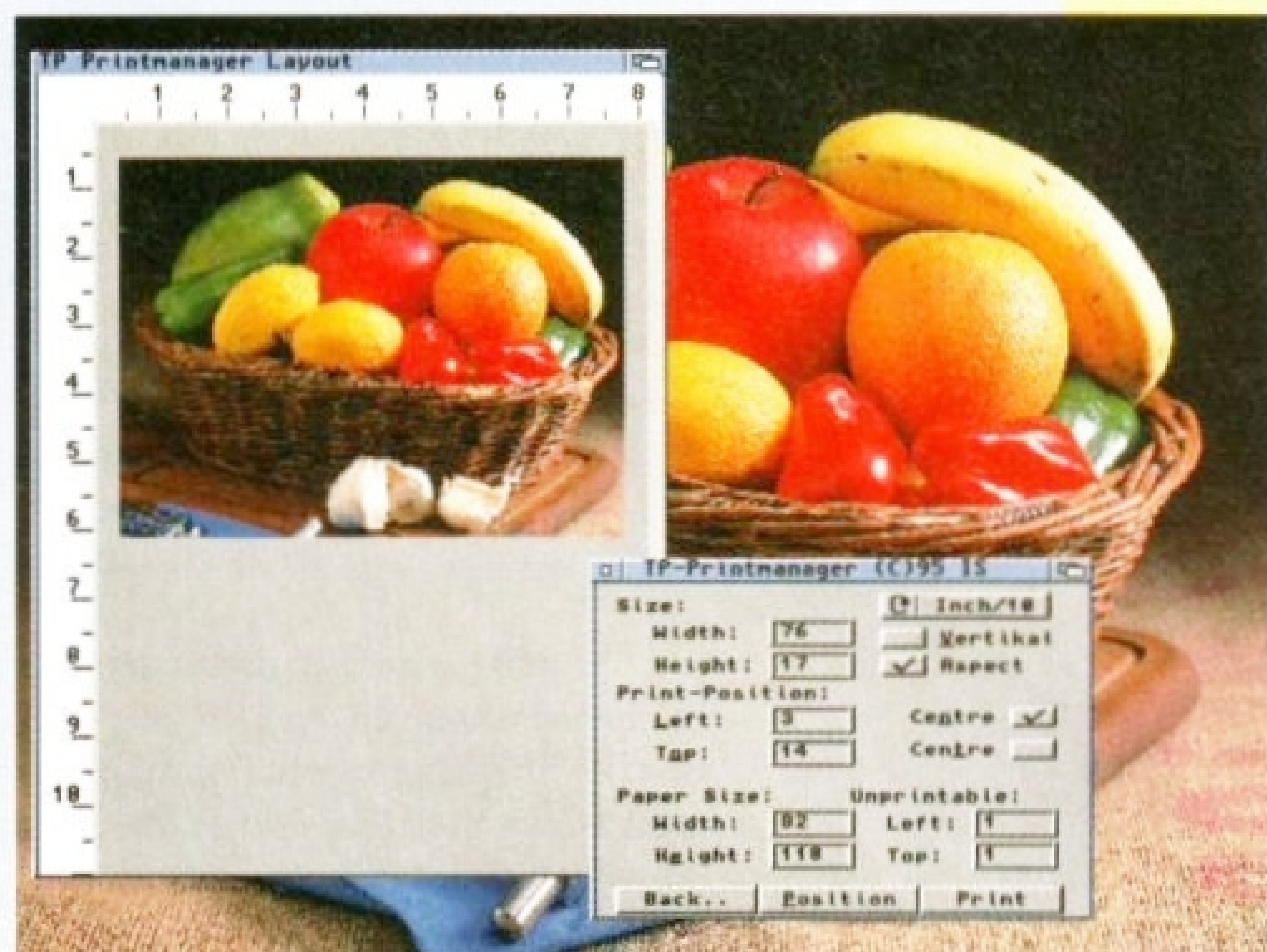
The Preferences Menu with 7 "Index-Cards"

Perfect printouts from day one:

TurboPrint combines ease of use with **unparalleled output quality**. Simply choose your printer, and go: With our brand new **intelligent printer drivers** you'll get fantastic results straight away.

Matching colours: With the new high-speed **"True Match"** colour management system up to **16 million colours** are closely represented by the printout.

Various settings, like brightness, contrast, colours, and many more, allow for **individual configuration**.



The Print Manager showing the Layout function

Improved Graphics Print Manager:

Our integrated 24-bit print and display utility has been considerably improved. New functions include support for **IFF, JPEG, PCX, GIF, BMP** and many more.

Any picture up to 16 million colours may be displayed either in true colour (with **CybergraphX** on third party graphics cards) or dithered with up to 256 (AGA) or 16 colours.

The new **Layout function** allows for precise mouse-controlled selection of printout size and position.

No need for test printouts: The Graphics Print Manager will allow the user to control the results of all changes made to the print parameters (Brightness, Gamma Correction, etc.) directly **on-screen** before printing.

Make your printing dreams come true!

Easy to use:

- ✓ Intuitive and clearly arranged preferences menu. Style guide compliant. May be **hotkey-activated** at any time.
- ✓ **Hard copy function** for fast printing of screens.
- ✓ **Poster function** for oversized printouts.
- ✓ **Compatible** to your existing Amiga software: No difference in printing, except new levels of quality.
- ✓ Will run on every Amiga model with Workbench 2.0 or higher.
- ✓ Supports even the latest **printer models**, such as Canon 610, Epson Stylus Pro/Color II/IIs, HP 660/850.

Press Reviews about TP Pro 4.1 - "Best Choice"

"The test prints on the DeskJet 850C were better than those produced by Studio ... **I was impressed with how easy it was to get to grips with and the quality of the prints using the default settings.**"

Amiga Shopper 3/96

"TP4 is the new leader in every respect. It is simply the best choice"

Amiga Special 9/95

"The already impressive print results have been further improved, with the new True Match system playing an important role. **Handling could not be much easier.**"

Amiga Magazin 9/95

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54 Wandle Bank,
London, SW19 1DW
Tel: 0181-715 8866
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Fax: +49 8341-12042

Ask for our developer information (e-mail: IrseeSoft@t-online.de)

Wordworth 5

David Taylor takes a look at the latest version of the Amiga's most popular word processor. How much more does the new version offer?

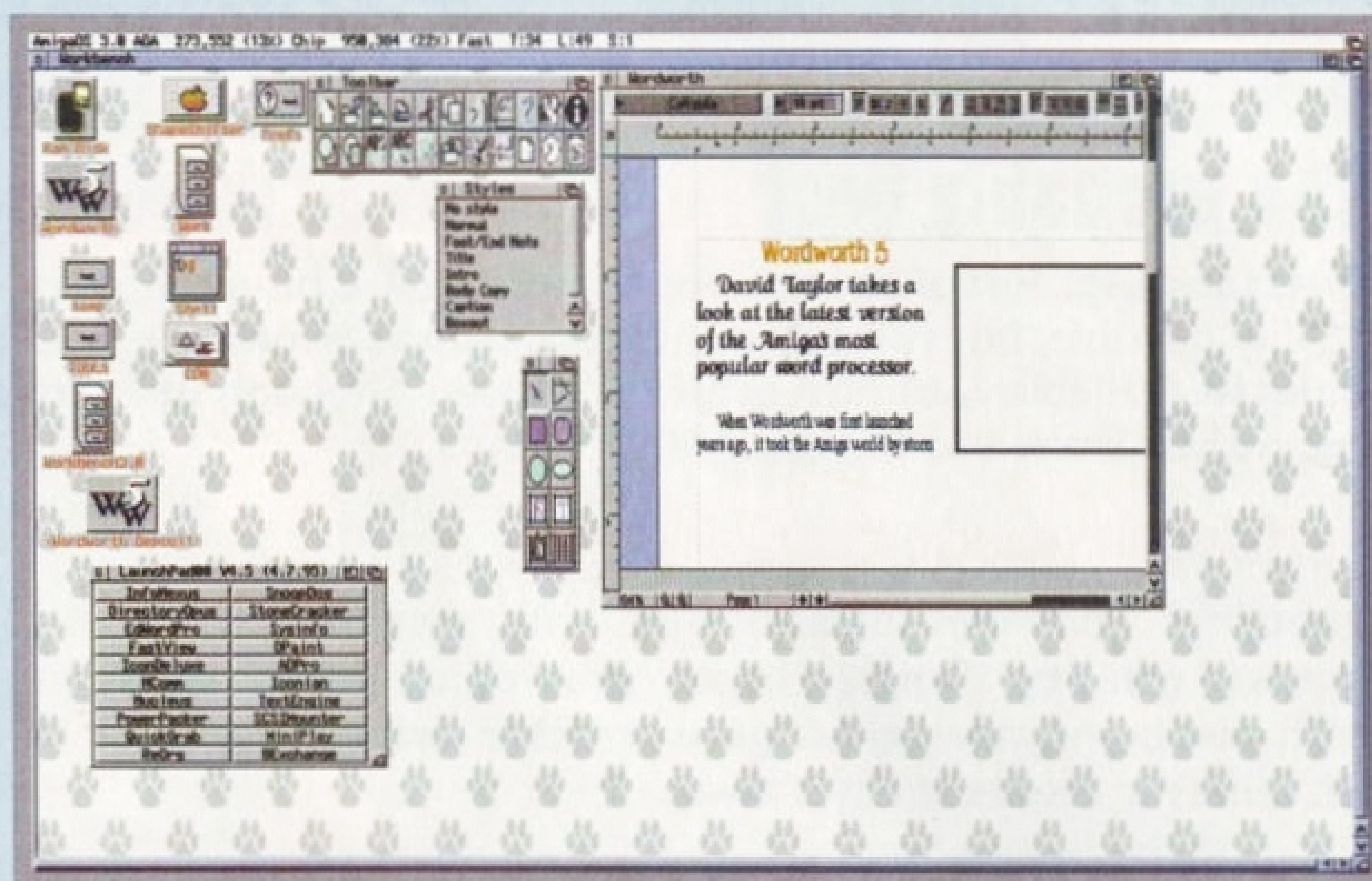


When *Wordworth* appeared years ago, it was an impressive program that allowed you to produce some very nice looking documents. But this new version makes the original look very limited indeed.

Wordworth 5 is a package that can be used by professionals and home users alike. It can be used to create stunning documents, whether they are school projects or posters for the church fête. This is much more than just a program to write letters. This latest version of *Wordworth* is a document design and creation package as much as it is a word processor. Newsletters, presentations, reports, projects – these are the things *Wordworth 5* excels at.

So what are the improvements on version 4? Ah, well, there never really was a *Wordworth 4*. A version different to 3 has been bundled with the new Amiga's and there might have been some confusion as to whether *Wordworth 5* was the same as that in the bundle. To avoid it, the bundled version was called 4SE and this version 5.

The enhancement that users will find most immediately useful is the new Drag and Drop Style Sheet option. Style Sheets allow you to set up the default styles you want so that you don't have to adjust everything all the time.



Placed on an extended Workbench, *Wordworth* can have its toolbars placed outside the main window, leaving an uncluttered workspace.

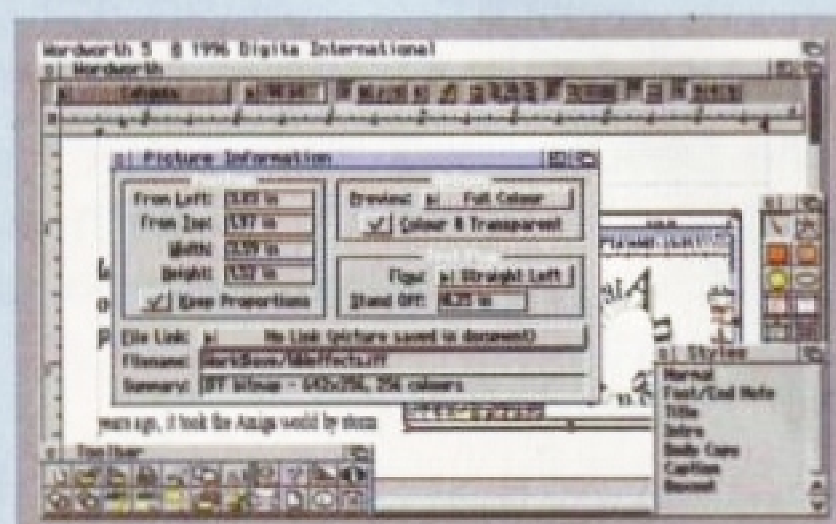
These are not just a case of preferences for fonts. Within style sheets you can set up the font size, colour, background colour, style, spacing, paragraph tabs, justification, etc. In other words, the entire settings for a paragraph are stored within each style sheet. You can then just pick the style you want for each bit of text and drop the style onto it, transforming it from boring looking text into the new look of your requirements.

COMPILING TEXT

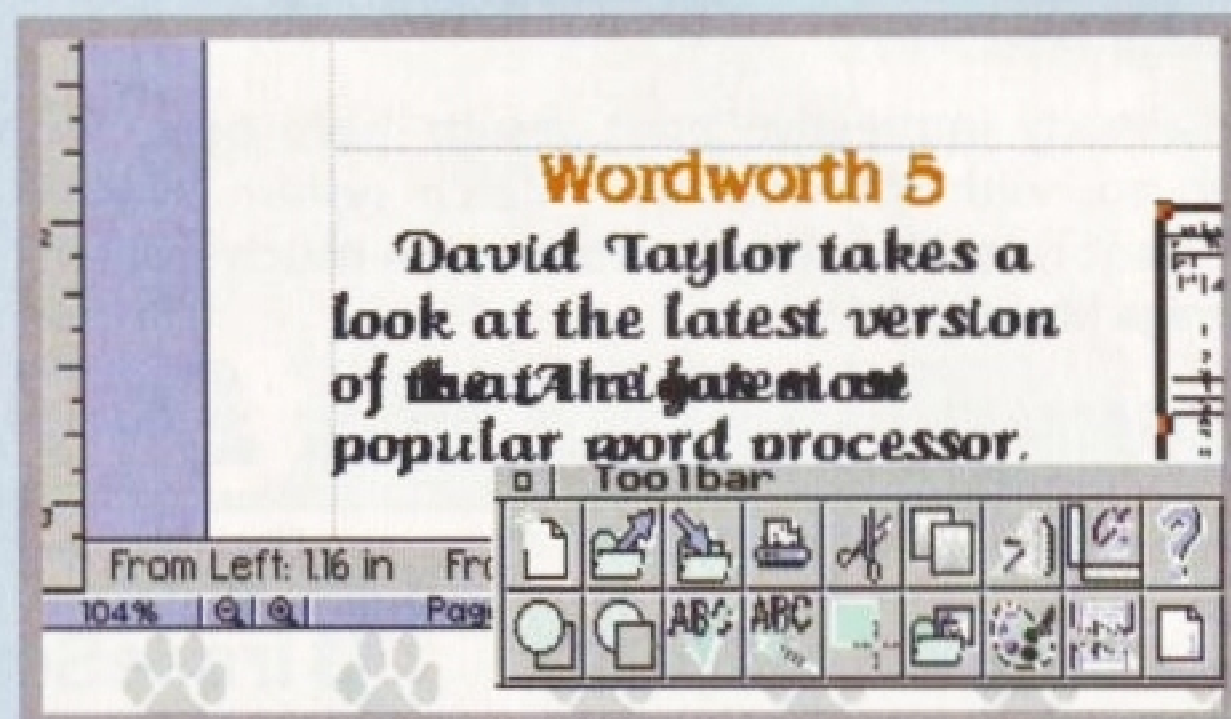
This is especially useful for people who are compiling text from several different sources. If, for instance, you were compiling a work newsletter which had several contributors, who work on different machines or even different platforms, you can get them to give you a PC disk (which both Macs and PCs can use) containing their text as ASCII. Import the ASCII into Wordworth and then drop the style sheet on. It will automatically be transformed into the setting you use for your newsletter. This is obviously much quicker than importing the text, selecting it and then manually adding the fonts and tabs.

Style sheets can be based on previous sheets, so that if you always use one font, but in different sizes or colours, you can quickly build up a library of sheets. When you have your sheets set, you can save them within a document template.

Templates are documents which contain certain bits of information that you want to use again and again. You can save default parts of text within a template as well as the settings for style sheets. So, if you want you can have letterheads or newsletter logos, etc all set up.



Left: Placing and sizing pictures is easy, but we still want more.



It appears to be impossible to write a WP on any platform that doesn't suffer the occasional screen "quirk".

TEMPLATES

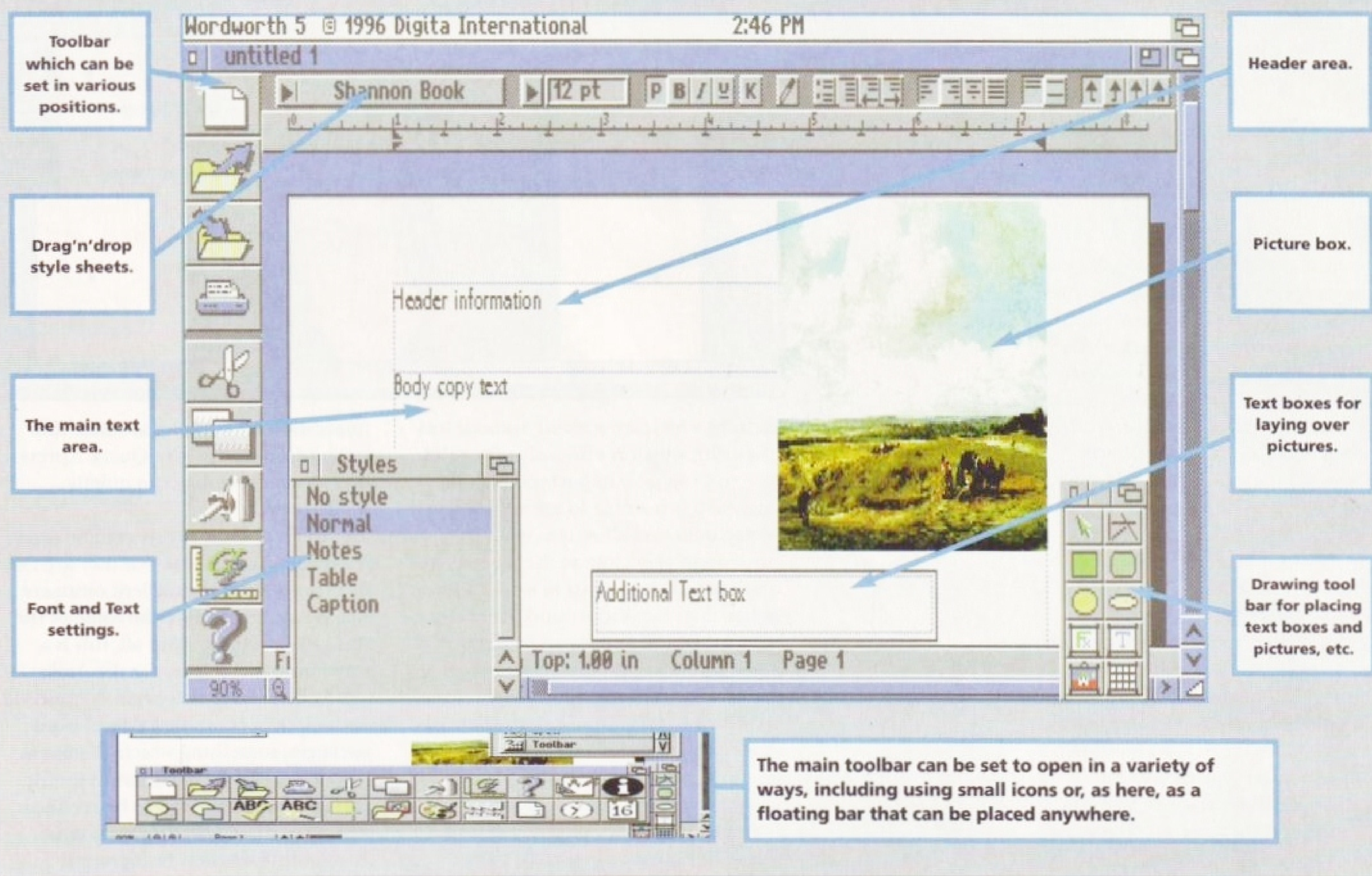
The fact that templates save text as well as settings is something of a mixed blessing, because there is no way of saving style sheets separately – they must be included in a template. So, if you're half way through a document and you create a new style, it's very fiddly to include it in your default set up.

To make sure that sheets are included when you start up, you save them within the "normal" template file that Wordworth loads when starting up. However, if you're halfway through a text when you create a new style, how can you save the sheet as default, without saving all the text as default too? You have to work around the problem. Save the document and then open a new one. Import the style sheet from the saved document – you can do this, but the document has to be saved first, it can't be read from memory – and then save the empty document as the new default. Hopefully this fault will be rectified soon.

WORDWORTH PD

The next big thing is the inclusion of ARexx support which is going to make people very happy. The best thing about ARexx is that even if you don't use it yourself, other people will create their own ARexx macros and circulate them so that everyone can use them. I'm confident of this because it's already happened. The first volume of

WORDWORTH'S INTERFACE



The main toolbar can be set to open in a variety of ways, including using small icons or, as here, as a floating bar that can be placed anywhere.

Wordworth PD, including templates and ARexx, has been released and can be found on the Coverdisk of this month's *Amiga Shopper*.

Leading on from the addition of ARexx is the set of ARexx wizards. These are interactive tutorials which you can launch, leading you through certain processes so that you can see how to do things. These wizards are very useful and can direct you in many different aspects from creating an invoice or using the mail merge facility to creating your own World Wide Web page.

FILE FORMAT SUPPORT

Digita have also developed an idea called FontEffects™. These are a set of adjustments that can be applied to any font. They include the ability to scratch a font, set an oblique (which means slanting the font either way) and use small capitals as normal letters, i.e. WRITE LIKE THIS.

They are not major extras, but they're handy little things that you'll find useful from time to time.

Wordworth has also been improved in it's file format support. You can now load 24-bit images and import tables from *TurboCalc* and documents from *Final Writer* or *Final Copy II*

Of course, these new additions are supplemental to the already impressive array of features of *Wordworth 3*. You can set up documents designed as double page spreads, adjust the number of columns, import pictures and run text around them. You can set the program to auto-correct common typos like "teh" instead of "the". There's a Librarian facility to allow you to simply grab common text and insert it instead of re-typing it all the time, e.g. "Yours sincerely".

You can have multiple text boxes so that you can lay text over the top of pictures as captions, for example. You can even ask Wordworth to read a document back to you, albeit in a bit of a robotic voice.

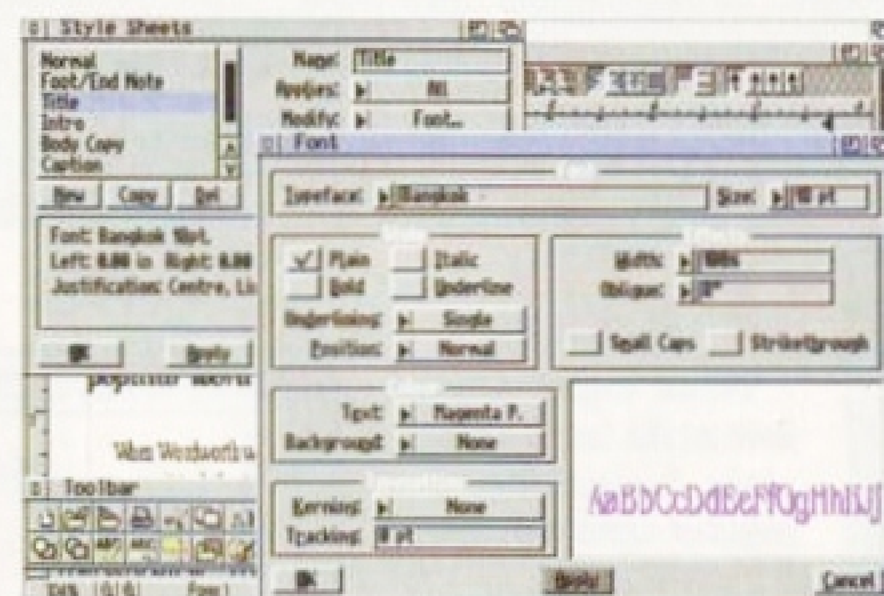
Then there's the Text Effects, which are not to be confused with the FontEffects™. These are a set of preset and variable effects that allow you to do fancy things with text, such as spiral it, set it in a circle, etc. It's useful for rotating text and quickly creating logos or monograms.

And, when you're feeling overwhelmed by all the features, you can still relax with Playtime, which gives you a little sliding puzzle to solve.

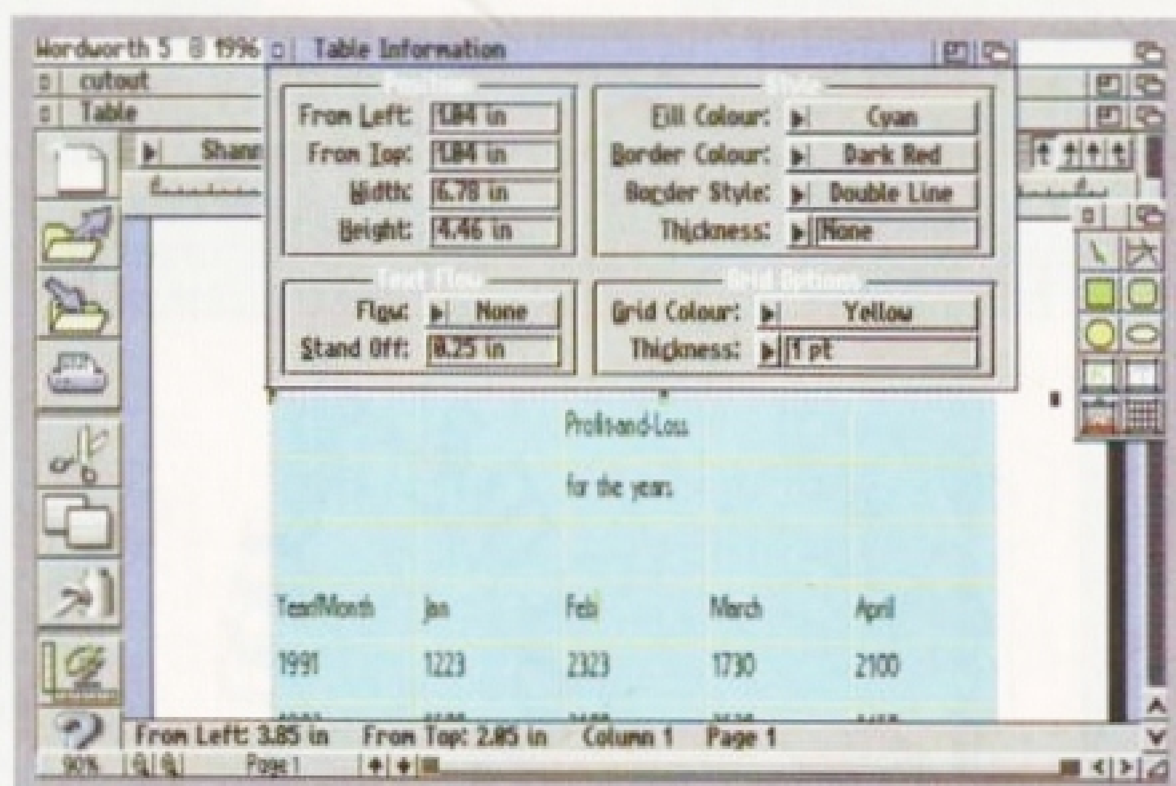
Wordworth uses Agfa™ Intellifont™ to scale fonts without loss of quality. It's rather nifty as this version comes with 50 Compugraphic fonts absolutely free.

Despite all the added features in this new version, there are areas that could still be improved and hopefully they will be. The problem with Style Sheet preferences having to be set within templates is not the only prefs

Continued overleaf ➡



Creating style sheets is very easy and they are easily the most useful addition to the program.



You can import tables directly from *TurboCalc*, the spreadsheet program from Digita. They are then treated much like pictures.

problem. Although you can set the toolbar to be opened automatically when you want it, you cannot set it to open the Style window or Drawing tools window automatically. You have to open them each time you load up, which is just a bind. Also, if you set *Wordworth* to open on Workbench as opposed to on its own screen, it will always open up to the full size of Workbench.

IMPROVEMENTS

This somewhat defeats the object as far as I'm concerned. I wanted to be able to open *Wordworth* as a normal one screen sized window, on a larger, auto-scrolling Workbench. This would mean that I could have the ToolBars, Drawing Tools and Style Sheet windows all hanging outside of the Wordworth window and not inside obscuring the view of the page.

It is possible, but it does mean re-sizing the window whenever you open a document. These should be settings that could be included within the program's preferences. It doesn't take long to open a toolbar from a menu and re-size a window, but it is tedious.

I would also like to have seen the inclusion of standard picture setups within either the style sheets or the Librarian. This would mean that you could simply drop a pre-sized picture with a frame and caption over the top, all grouped together, onto the page and then fill in the blanks. It would have saved repetitive work, which is what computers are best used for.

Although being able to import different image formats is excellent, the feature support for them within the program is varied. You can re-size pictures and the program will scale them appropriately, including EPS pictures which are scalable without loss of quality, which is obviously very good. But, you can only import rectangular images. It is possible to use colour 0 as transparent and allow text to runaround very close to the picture, but it still seems to contour in straight lines, rather than curving around the image.

One way of getting around this is to make sure there is no runaround on the picture itself and then place invisible boxes behind it in a variety of shapes with appropriate runaround set on these.

Again, this is a cumbersome solution, which runs into problems if you want to place the picture in the middle because you only get the choice of running text either left or right around the box, not both ways. It also means constructing irregular shapes from boxes and ellipses, because irregular shaped drawing tools are not available.

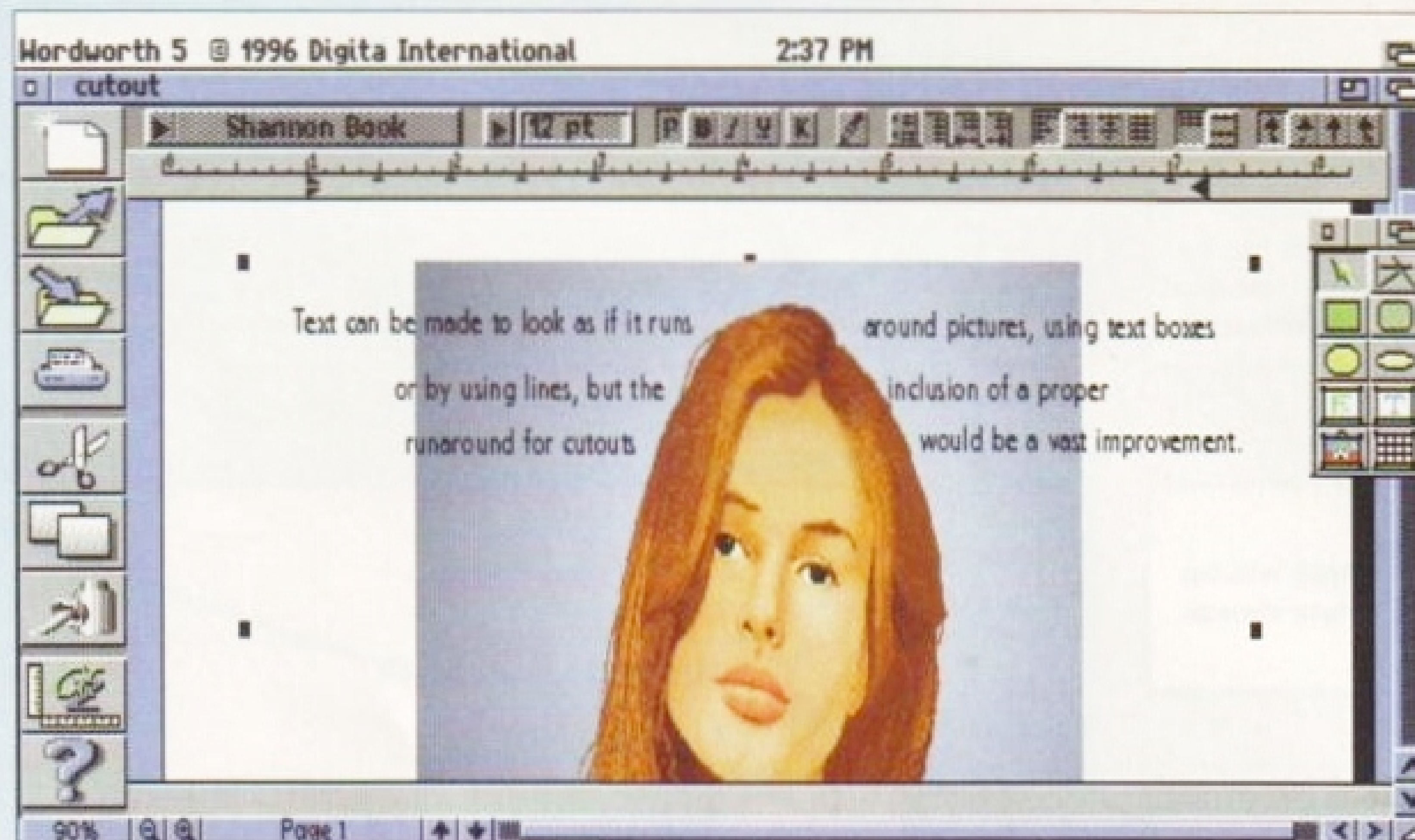
Even the inclusion of the ability to draw an outline manually would have been helpful. As it is, the closest you can get is using straight lines of various lengths to surround a piece of clipart. But this still means messing around with additional text boxes over the top of the picture in order to give the impression it's running around. This will, unfortunately, give Quark Xpress users something they can quietly scoff about.

Some of these niggles will be easier to change than others, but they are the fly in an otherwise excellent ointment, which may serve to soothe some of the Amiga's problems. After all, this is a very important release for the Amiga.

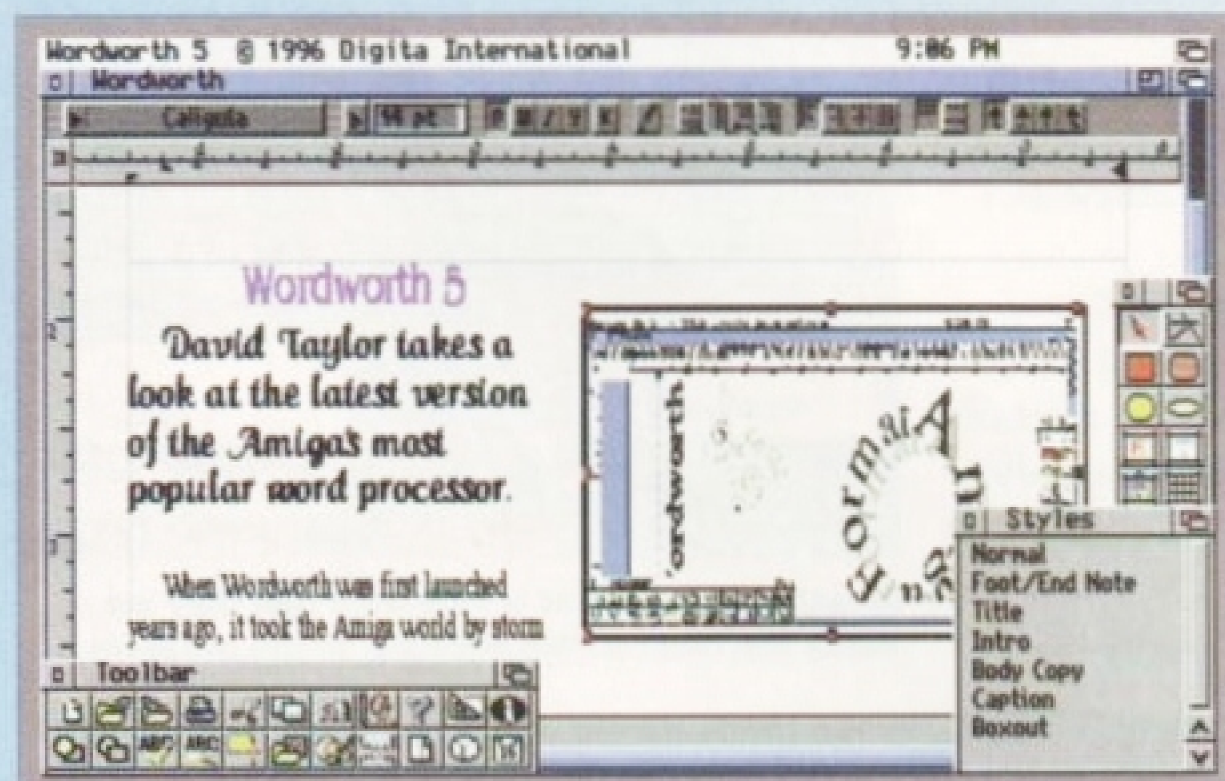
The machine is constantly criticised for its lack of professional level word packages, something which *Wordworth* certainly is. All we need now is for the Amiga's printing speed to be rectified although, thankfully, this version of *Wordworth* does allow background printing so that you can carry on work whilst it chugs along.

Wordworth 5 is an extremely powerful program with all the features that most people will need. With a few tweaks, it could be a pinnacle of achievement. It is also available at a very reasonable price which is a great credit to Digita.

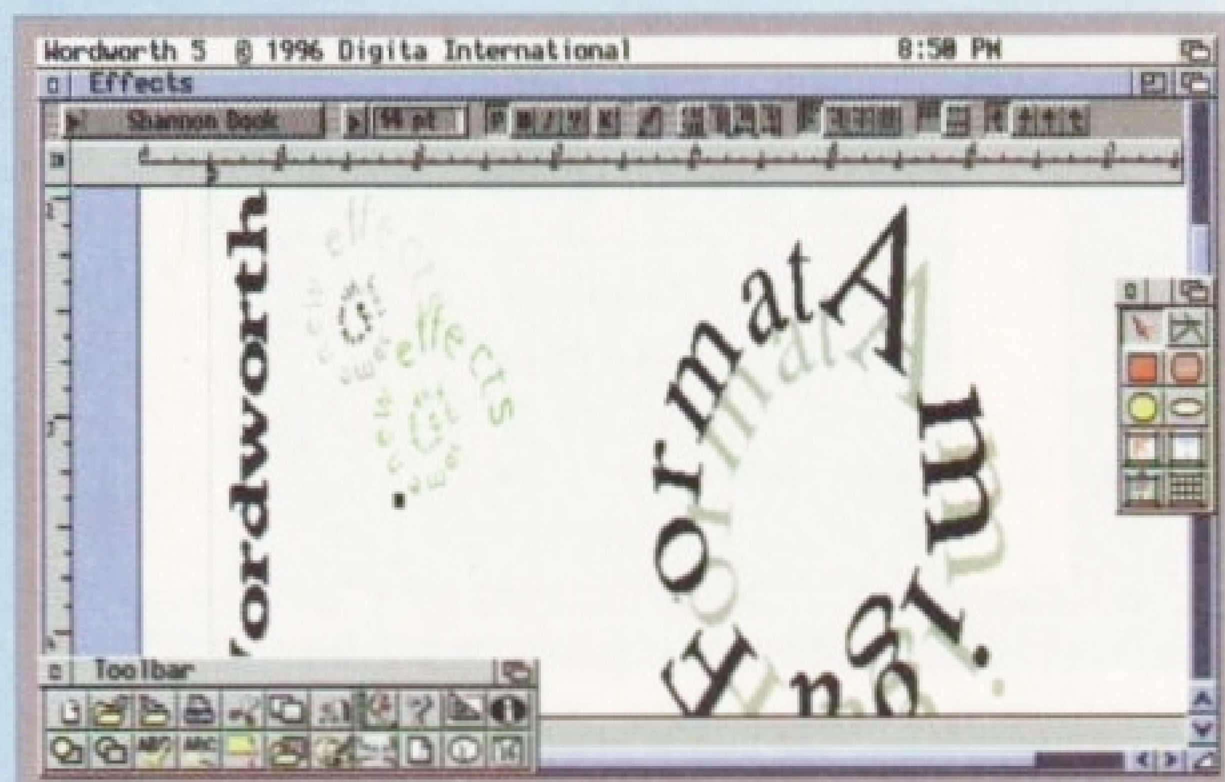
For those users who don't need a powerhouse of a program maybe *Wordworth 5* isn't enough of a change but the more ambitious users among you should, at least be tempted by this program's latest features



You can give the effect of text wrap by fiddling around with new text boxes – but what a drag!



Below: Import a picture and drop styles on. Quickly.



Far Below: There are plenty of flash text effects supplied.

WORDWORTH 5

Distributor
Digita 01395 270273

Price
£69.99
(£39.99 for registered Digita users)
Upgrade from 3.1 £29.99
Upgrade from other version or other WP £39.99 + £3 P&P

System requirements
WB2+, 3Mb free RAM, 2 disk drives, hard drive very recommended

Speed ●●●●
Very fast on a fast machine. Although one area that has been improved, slower machines suffer.

Accessibility ●●●●●
Despite being feature packed, a little computer literacy is sufficient, especially with the ample documentation.

Features ●●●●
Stuffed to the gills, but I still want more. There's no satisfying an *AF* reviewer.

Value ●●●●●
Upgrading from any previous word processor, whether from Digita or not for £40. Yes please!

"Eagerly awaited and not one to disappoint. Another Digita triumph"

92%

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You can upgrade from any version of the following: Deluxe Paint (any version from 1 to 5), Personal Paint (any version), DigiPaint, TVPaint, Image FX, Art Department, ADPro, ImageMaster, PixMate, Brilliance. (Phone for information on upgrading from any other Amiga graphics package.) Cover disk versions of software ARE acceptable for upgrades. Any disks or manuals sent in for upgrade purposes WILL be reutrned with your order. Please do not send in any large or bulky manuals or we will have to charge extra for return postage.

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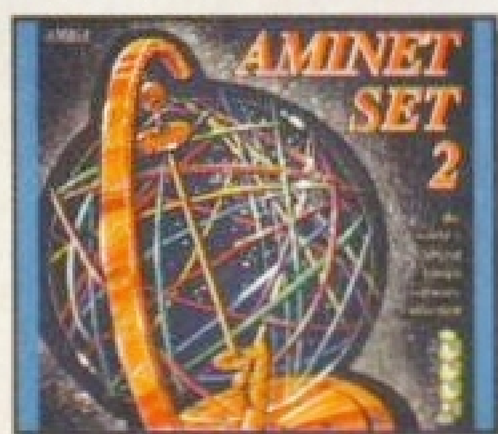
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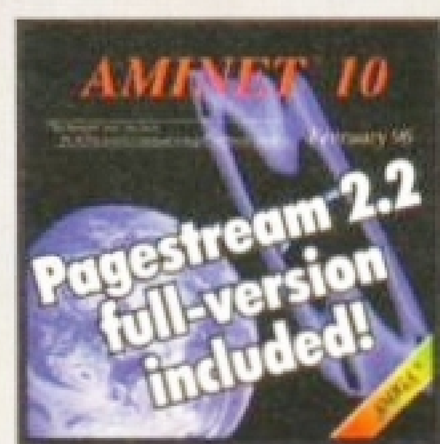
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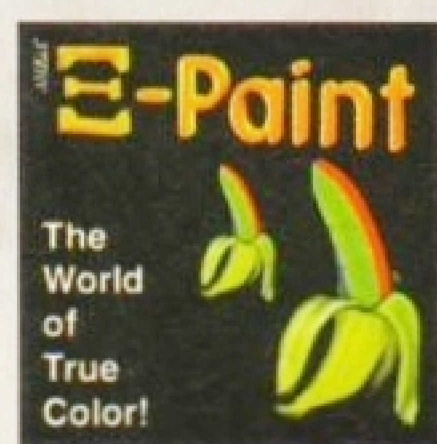


Aminet 10

Aminet® CD 10, dated February 1996, contains more than1 gigabyte (uncompressed) of software in thousands of archives. Since the release of Aminet® CD 9 more than 500 MB new software has appeared. The current edition has a special focus on fonts. More than 1,000 were included.

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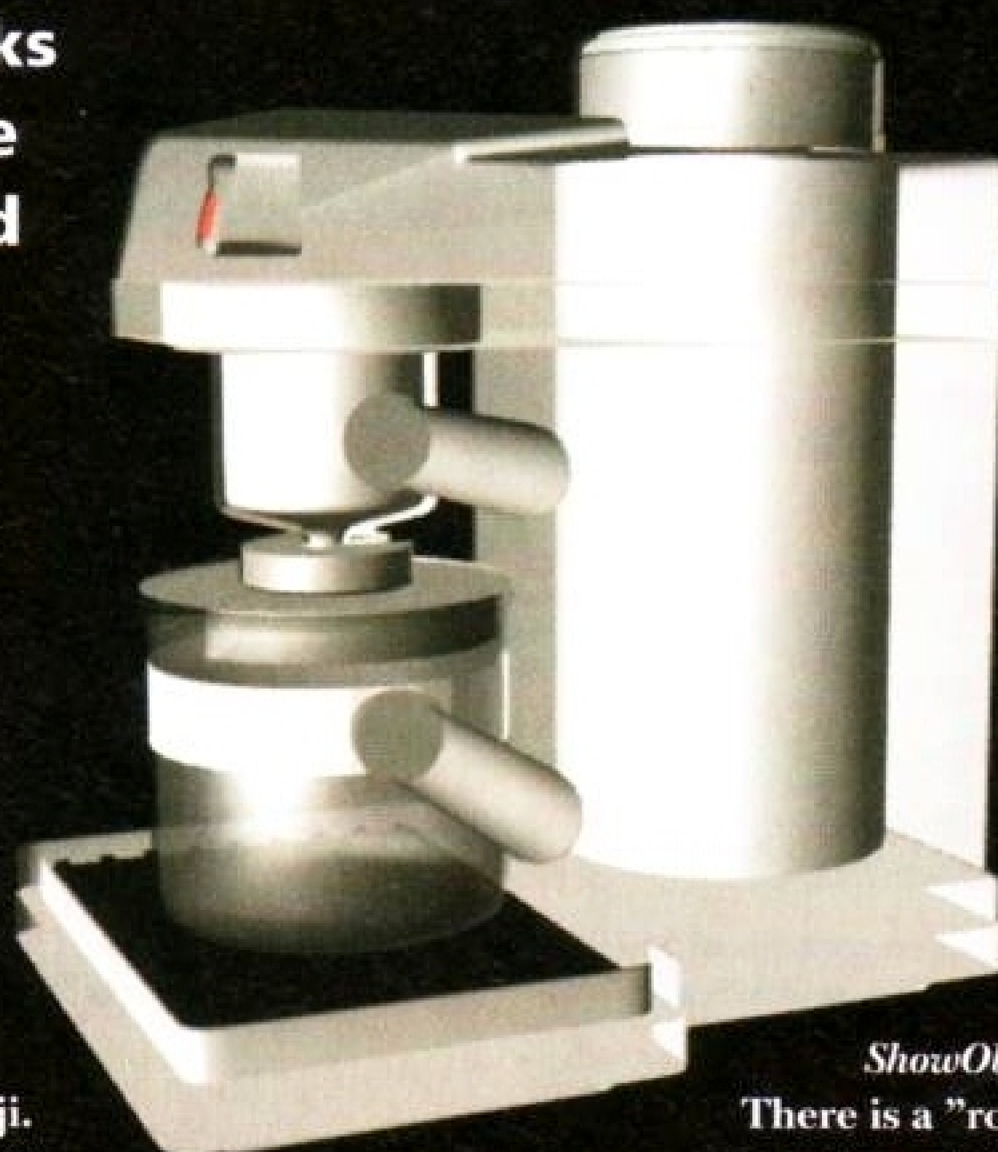
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Model Monger

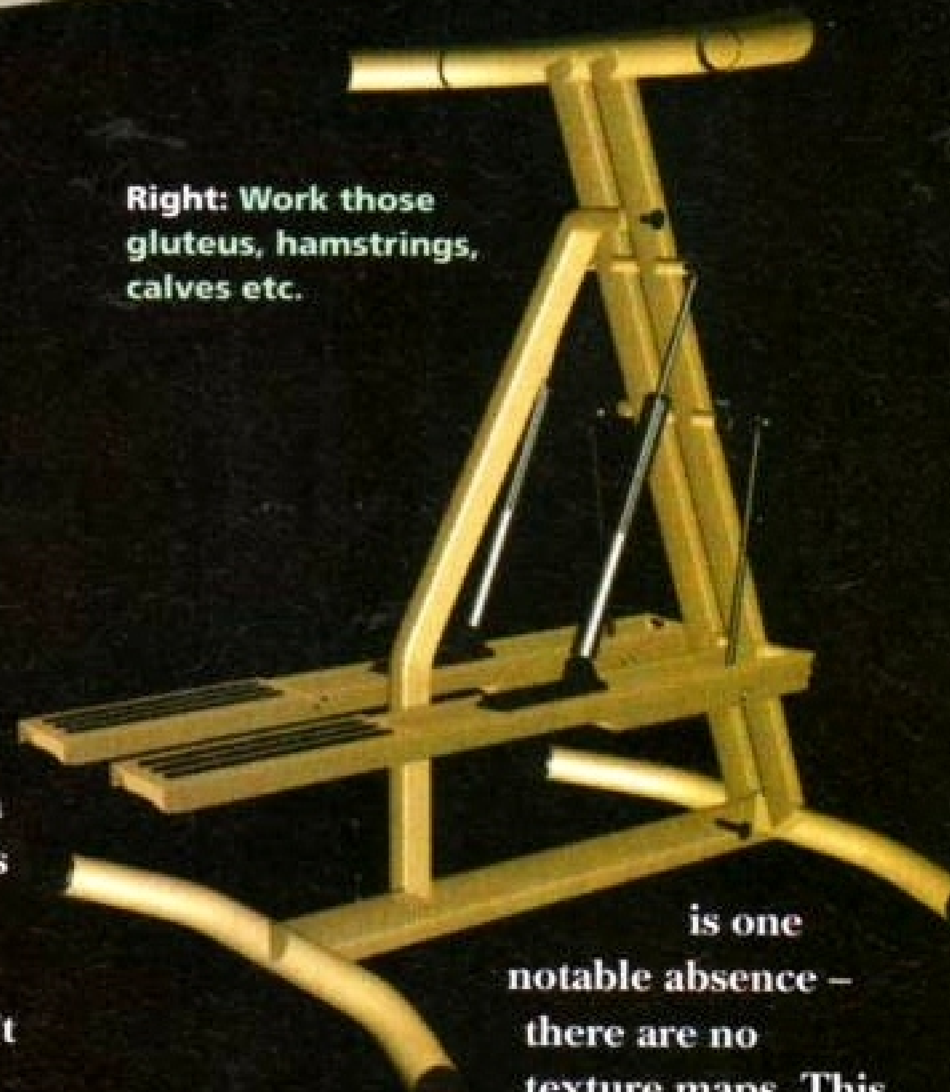
From Cappuccino machines to dumbbells – Graeme Sandiford checks out a new range of 3D household objects.



Below: Ah a microwave just what you need for that blowing gremlins animation.



Left: It's a shame the office budget won't stretch to a cappuccino machine. We'll just have to stick to whipping up muddy water.



Right: Work those gluteus, hamstrings, calves etc.

Perhaps the most rewarding part of 3D graphics is creating a highly detailed and beautiful model. For most 3D artists the ultimate compliment is to be told that their work has been mistaken for its real-life counterpart – such as the incredible animals in Jumanji.

However, creating objects that appear real is an extremely time-consuming process and few animators can spare the time needed to always build their own models. This is why model collections, such as *Model Monger – Interiors 1* reviewed here, are becoming more and more popular.

Model Monger – Interiors 1 is intended to be a collection of 250+ photo-realistic models that are typically found inside a house or office. As the objects are described as photo-realistic you'd expect them to be highly detailed and of sufficient quality to be used professionally. The objects are all of an interior nature so some of their prime uses will include CAD visualisation and animations set indoors.

The CD is not Amiga-specific and therefore its contents are stored in a variety of formats. The ones of interest for most Amiga-owners will be the *Lightwave* ones, although *Imagine 3* users will be able to import the DXF objects as well.

The disc also contains the same objects for use in *3DStudio*. All of them, except the DXF meshes, are not archived and are therefore ready for use from within your 3D program without having to go through a lengthy de-archiving process.

Finding your way around the disc could have been made easier – there is a viewer program, but it's for use with PCs only. However there is no reason that you couldn't use the PD program *ShowObj* to view the objects. There is a "road-map" document that contains a brief description of the objects in each directory.

You'll find a relatively wide variety of objects on the disc everything ranging from cappuccino machines to TVs and even a set of dumbbells. While the disc's contents cover a great deal of objects there is one notable absence – there are no texture maps. This would have been a welcome addition, enhancing the appearance of the objects when rendered and thereby making them appear more realistic. The only other gripe I have with the collection is that some of the objects are un-necessarily large – containing more points than are really needed.

If you are going to be involved in any projects that will involve using indoor scenes then you will find this CD a very valuable tool. However you might also consider the *Pro Objects Household Items* collection, reviewed in *AF* 81, as an alternative.



Above: Doesn't look too comfy does it? Some missing polygons needed to made it double-sided.



Below: A beautifully smooth glass.

MODEL MONGER



DISTRIBUTOR
Activa UK & Anti-gravity Products

PRICE
$45 (approximately £30)

SYSTEM REQUIREMENTS
Lightwave and a CD-ROM drive.

SPEED ●●●
Rendering times are significantly lengthened due to unnecessary points in certain objects.

QUALITY ●●●●
The majority of the objects are of a very high standard indeed – more than good enough for professional use. However some of them have slight polygon flaws that need to be compensated for by making them double-sided.

FEATURES ●●●●
The objects would be greatly enhanced by the addition of a few good texture maps.

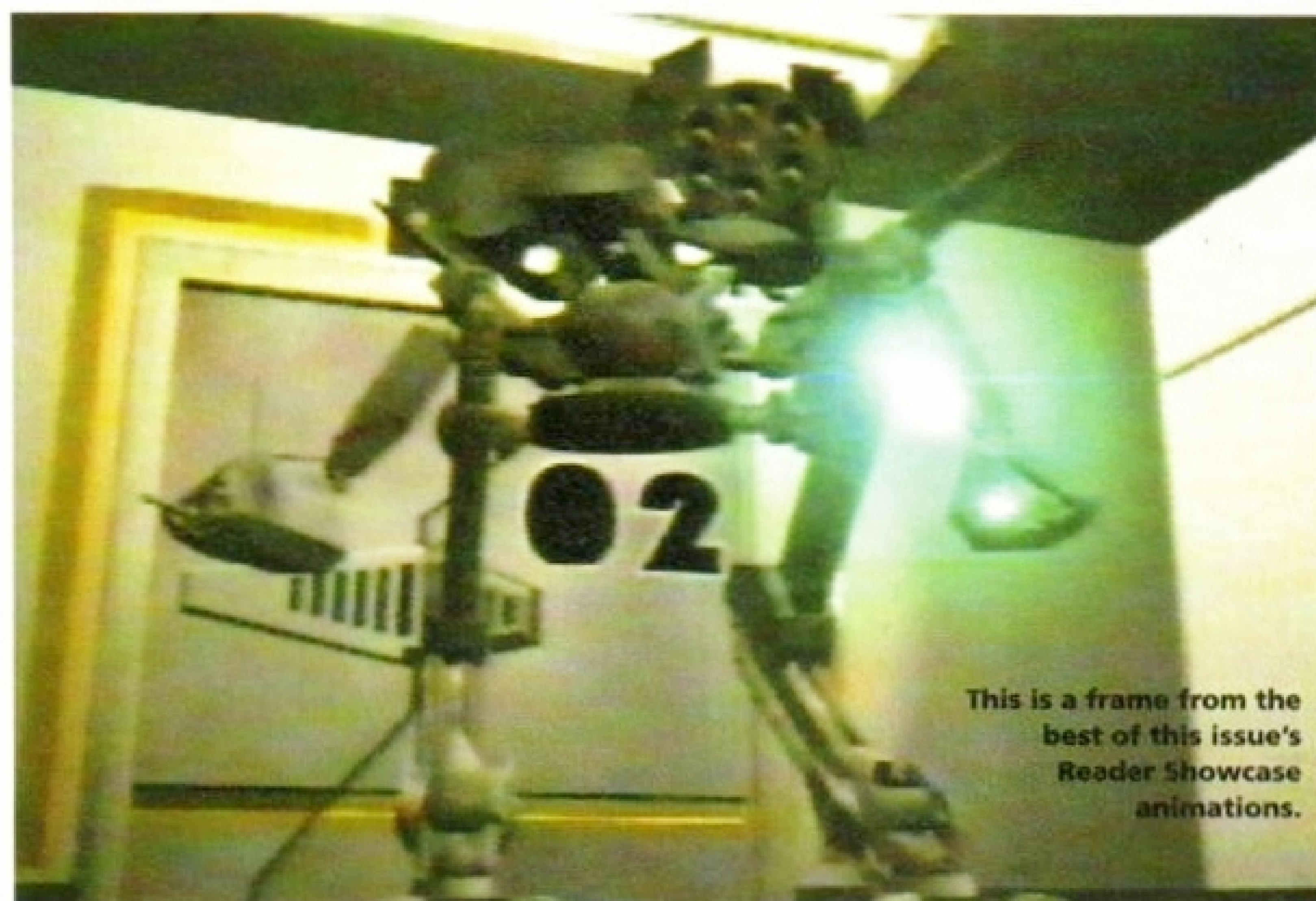
VALUE ●●●●●
For the measly sum of $45 dollars you get over 250 high quality household objects – this is good value in my books.

"They really are photo realistic and they're cheap as well"

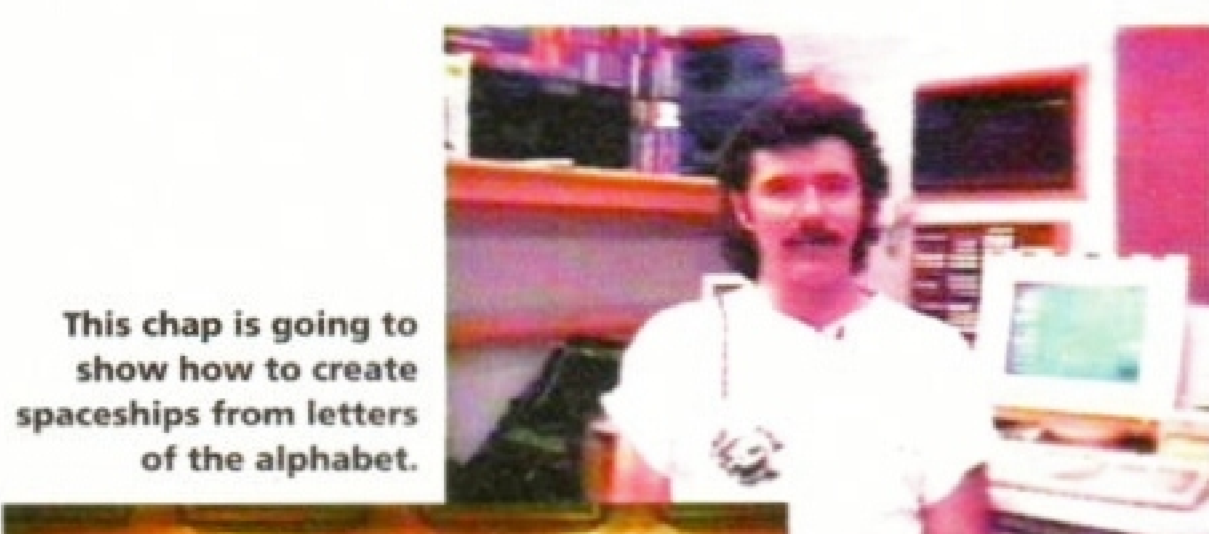
93%

LIGHT SPEED

It's got to be an *AF* first – not only are we reviewing another mag, it's in the form of a video cassette.



This is a frame from the best of this issue's Reader Showcase animations.

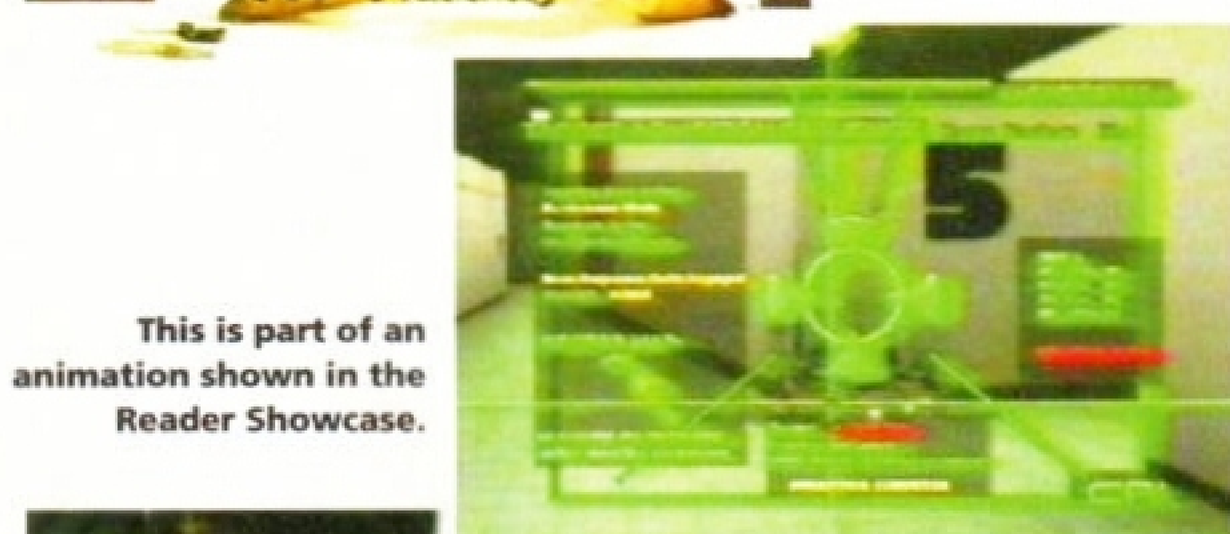

This chap is going to show how to create spaceships from letters of the alphabet.



Don't panic, It's Only 3D! is a regular tutorial on basic modelling techniques.


Most of the contributors work from home – this fellow is reviewing *WCS 1*.


Issue 3 of *Light Speed* includes a show report from the SigGraph '95 show.



This is part of an animation shown in the Reader Showcase.



Here's another example of the high quality animations on tape.

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ORDERING INFO	1:31:13

The table of contents should help you find your way around this issue of *Light Speed*.



The review of *WCS* is one of the highlights of this issue.

LIGHT SPEED

■ BLITTERSOFT ■ 01908 261466 ■ £16.99 ■ Issue 3 October 1995

Light Speed is a monthly magazine for *Lightwave*-users. Previously only available in the US this video magazine has been converted to PAL and is now available in the UK from Blittersoft.

Despite initially sounding like a strange format for a magazine, a video tape is an excellent medium for a magazine dedicated to users of a 3D program. When writing for a printed magazine it can often be difficult to explain certain procedures and techniques.

REGULAR FEATURES

The video contents are displayed for you at the beginning of the tape on the contents screen, complete with the time indexes for each section. There appear to be two regular features. It's Only 3D! and the User Showcase. The former is a 3D-modelling tutorial that takes you through basic techniques and concepts. It is presented by Dave Warner in an amusing, if somewhat corny, manner. The User Showcase shows off some of the better contributions from readers – or should I say watchers?

Two of the tutorials in issue 3 are based on camera movement. The first uses 4 null points parented to each other and the camera. According to the instructor there is good reason for this, but we are left to figure it out for ourselves. The second is in a similar vane, but with just two null points. A third tutorial shows how to model a spaceship and even includes how to add hull lights.

And it's not only tutorials. There are also reviews of products on the market. This month saw the review of *World Construction Set 1* and there was also a brief report from the '95 SigGraph computer graphics show.

Initially *Light Speed* was quite painful to watch because the reviewers and tutors where a bit too corny. However, on reflection, the content was actually quite good and after all, these guys are not professional presenters. At the moment *Light Speed* has a few rough edges, but it holds a great deal of promise for the future and has plenty to offer newcomers to *Lightwave*.

LIGHT SPEED

Not slickly produced, but there's a great deal of enthusiasm.

83%

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or, Take a signal from a TV with SCART output...

or, Use the signal from your satellite receiver...

or, Grab TV or video pictures from your VCR's video output including S-VHS.

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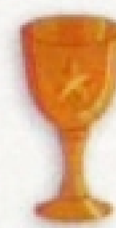
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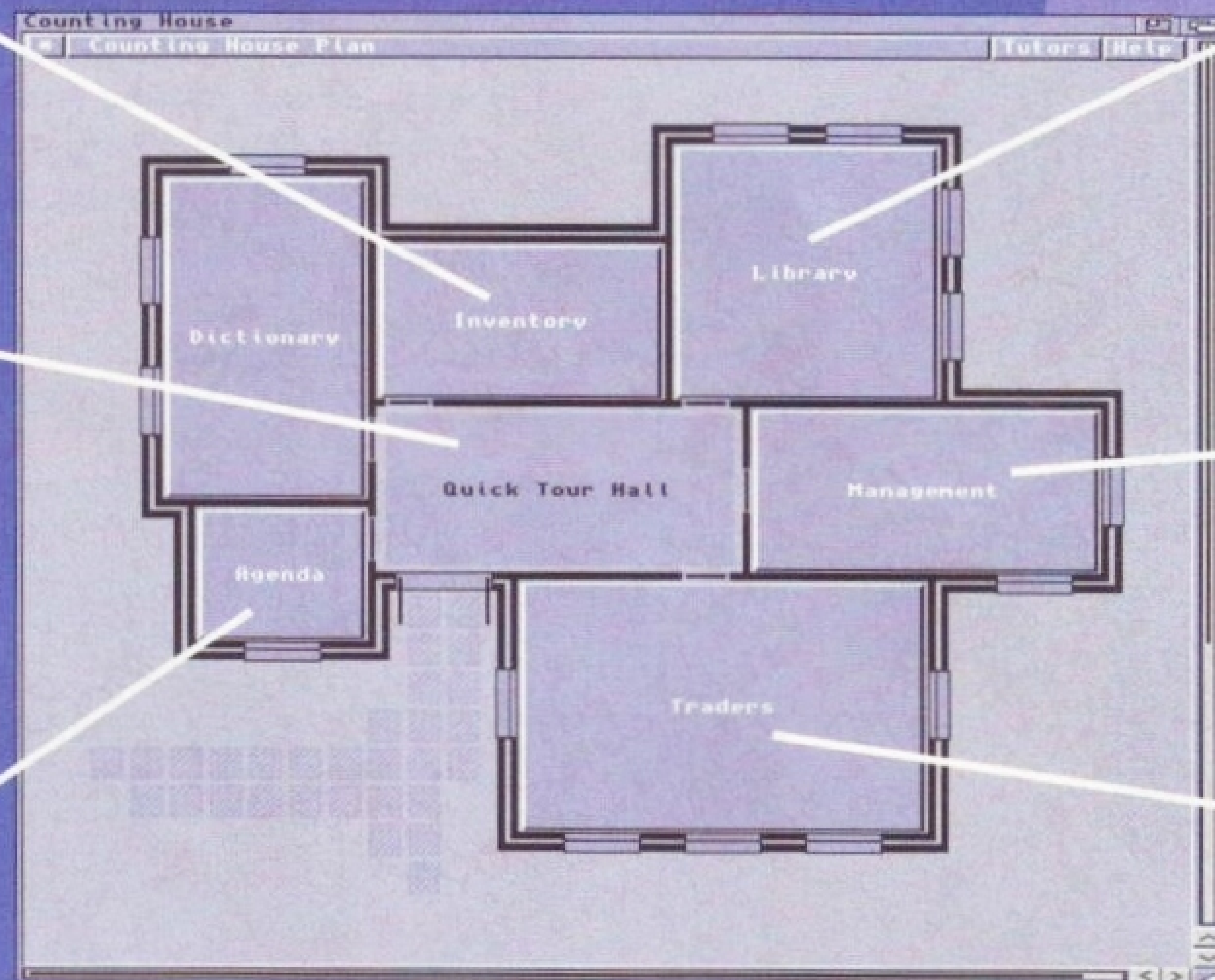
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Counting House

This is the Inventory room – it's where you enter the details of the items that you buy and sell during a period.

Because of the program's unfortunate lack of a printed manual, one of the best ways to get to grips with *Counting House* is to go on the quick tour.

The Agenda room stores folders that link members of staff to events. It's handy for reminding people of tasks they need to perform, like sending off tax forms or firing someone.



Surprisingly, this is not where you borrow books and speak in hushed tones. It is actually where you keep track of media such as paper, magazines and floppy disks.

No sorry, this is not the room with a big table where all the managers go and talk about what they did on the weekend. The Management room is used to gain access to the program's reporting functions.

The Traders room is where all the transactions take place. Thankfully there are no blokes waving their arms around, shouting, "buy, sell" and jumping out of windows.

Money is perhaps the single most common thought that occupies peoples minds. Whether its finding ways of making, spending or simply keeping hold of it, managing the money we have can take up a great deal of our time.

Making effective use of our finances can be even more of a headache especially if you are running your own business. This is supposed to be where computers come to the aid of the common man by making dealing with such monotonous tasks easier and more accurate.

Unfortunately this is seldom the case. The traditional method of scribbling down figures on several scraps of paper and making a "best guess" evaluation of your current financial status, is often less of a pain in than more modern methods. This is why the interface of an accounting/ personal finance program needs to be given a great deal of consideration as things can be confusing and awkward enough without having to wrestle with an uncooperative interface.

NOVEL INTERFACES

Both of the products on review here have taken a novel approach to their interfaces. *Money Matters 4* shares the style and many of the interface concepts of its stable-mates *Wordworth*, *Organiser* and *DataStore*. *Money Matters* has a definite Workbench feel complete with icons and windows.

Counting House however has a completely unique approach to accounts package interface design. The program's creators have chosen to base their interface on a house – that is a house in as much as it consists of several connected "rooms".

As you might expect, because of the different interfaces, the programs work in quite different ways. As mentioned before, *Counting House*'s interface is quite… unique.

Each group of related functions are kept in a room and can be accessed by moving from room to room. The rooms include an Inventory room for keeping track of items that you buy and sell, a Library for keeping track of different mediums such as magazines, tapes or disks, a Management room that provides access to reporting functions for final accounts and a Traders room where all the transactions take place.

This may all sound a little confusing at first and to be quite honest it is. I can appreciate the intention of designing an interface that closely resembles the way in which a real office works, but if you are a self employed person working by yourself this may only serve to confuse you. Even if the program's working methods are only superficially different it may be enough to put off someone who only has a basic grounding in accounting procedures.

In an attempt to make up for the program's fiendishly confusing working methods there is a quick tour room that will take you on a guided hyperlink tour of *Counting House*'s features. Users can also avail themselves of the program's on-line help and tutorials. However, these don't make up for the lack of a manual which has been substituted with a 133-page security check system.

Incomprehensibly instead of using a manual as a security check, like most

COUNTING HOUSE

DISTRIBUTOR
Applied Research Kernel
01983 551 496
e-mail: richard@ark.co.uk

PRICE
£59.95 (cash only version)
£99.95 (cash and credit)

SYSTEM REQUIREMENTS
WB2.04 or better, 3Mb of RAM, 6Mb of Hard drive space.

SPEED ●●●●
ALthough the accounting processes are quite demanding general operation is still quick.

MANUAL ◗
Fine if you are interested in flowers, but useless otherwise.

ACCESSIBILITY ●●
The entire concept of rooms in accounting is confusing.

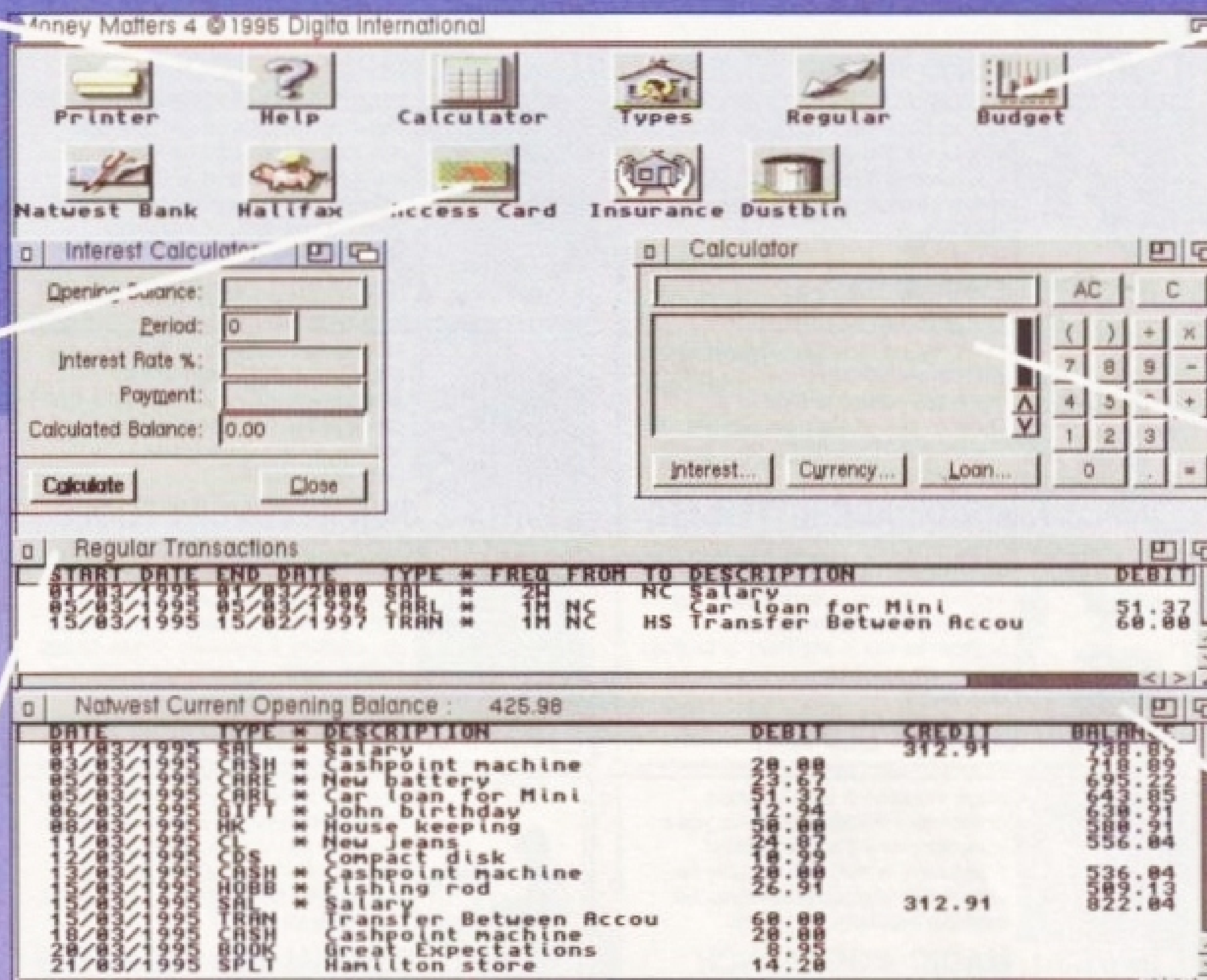
FEATURES ●●●●
Although it takes time to find them there are actually some good accounting features.

VALUE ●●●
Despite being half the price of *Easy Ledgers 2*, its unwieldiness can be a liability.

"Everything you want in one room, or should that be six?"

81%

Money Matters 4



If you become confused about any of the program's functions you can find quick answers to your problems with *Money Matters'* on-line help.

Planning your finances ahead makes sense and the budget will give you a hand in doing this. It is also possible to produce graphs to give a representation of your finances over a period of time.

You can set up as many accounts as you are likely to need. You can also create accounts for things such as credit and store cards or to keep tabs on a hire-purchase.

This is the Calculator. As with most calculators it can perform basic arithmetic functions, but it can also work out loan details and interest rates – most useful.

Regular Transactions are, as you might expect, transactions that occur at regular intervals. Once set up, this transaction will be automatically calculated every month, week or day.

Here's a typical account. As you can see it looks very much like a bank statement, which is familiar to most people and makes things easier to understand.

other programs, *Counting House* has a list of flowers and other plants.

Money Matters 4 has a far more sensible and easier to follow system. It comprises of multiple accounts that appear as icons on a desktop. Any number of accounts can be created and given a name that the user can readily identify.

The accounts you create operate on a simple Debit and Credit method that will be familiar to anyone who has a bank account. All of the accounts can be linked via their transactions. As well as normal accounts there are special ones such as Regular accounts which can be used to specify transactions that occur on a regular basis and Types which enable you to specify a range of different types of transactions.

More importantly *Money Matters* actually has a manual. Admittedly it's not a fantastic one, but it is a manual that will help to get you started in using the program and provide a useful printed reference. This, combined with a simpler interface makes *Money Matters* by far the easiest program to get to grips with.

However in terms of features and power *Counting House* has a definite advantage. Once you get past the troublesome interface you'll find that *Counting House* is actually based on sound accounting procedures and is more geared up for use in a business environment. For example the program is already set up to produce a Trial Balance, Trading and Profit & Loss Report and Invoices. It also includes extensive Credit tools in the Cash & Credit version. What's more you can build new features yourself with SBase 4 Pro – which I suspect is the prime tool used in *Counting House*'s creation.

DIFFERENT MARKETS

While *Money Matters* lacks many of *Counting House*'s business-specific features it is not short of it's own useful tools. In particular, the new ones for version 4 include a Loan Calculator, a Currency Calculator, Insurance Inventory and Digisense.

And in order to help you make your financial planning easier you are provided with a budget tool and several reporting functions including a variety of charts.

While *Money Matters* is not intended to provide a solution to the money management problems of small businesses, to a certain extent it could still be used in this role.

And in conclusion, while it is obvious that both of these products are aimed at two very different markets, the distinctions between their features are not so clear cut. You would probably have to be a little bonkers to consider using *Counting House* as a personal finance manger, but *Money Matters* could conceivably double up as a small business accounting program.

Despite the hideous and confusing interface of *Counting House*, both products perform their given task quite well. However while *Money Matters 4* would be my first choice in personal finance managers, if you were running a small business, I think that it's worth paying the extra money for the ease of use of *Easy Ledgers 2* (reviewed in *AF* 66), instead of grappling with *Counting House*'s complicated interface.

MONEY MATTERS 4

DISTRIBUTOR
Digita International
01395 270 273

PRICE
£49.99

SYSTEM REQUIREMENTS
WB2.04 or higher, 1Mb of RAM.

SPEED ●●●
General operation is pretty nippy but graph drawer is a little slow.

MANUAL ●●●
The manual takes a bit of getting into, but the on-line help is good.

ACCESSIBILITY ●●●●●
The intuitive interface is a joy to use and if you can make sense of a bank statement you'll be OK.

FEATURES ●●●●
There are more than enough features for the home and most small businesses.

VALUE ●●●
Fifty quid will probably stretch most home users' pockets, but then again it should save you money in the end.

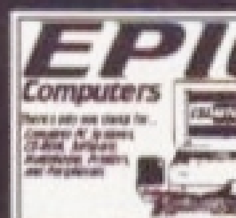
"Your Bank Manager will love you for buying this program"

87%

EPIC MARKETING
AMIGA SOFTWARE

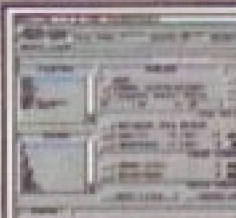

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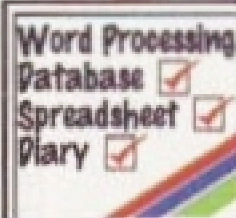

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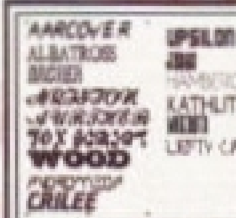
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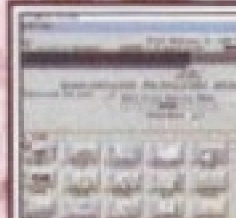

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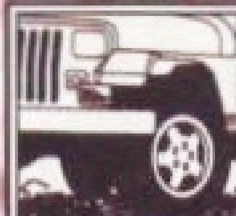
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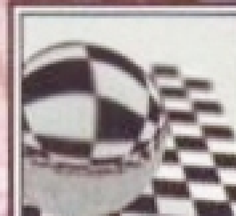

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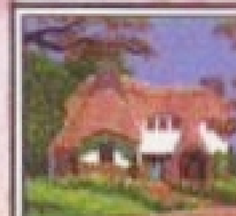

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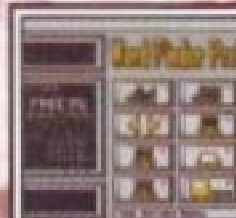

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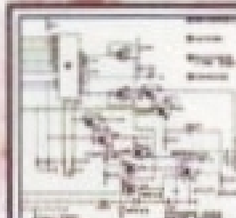

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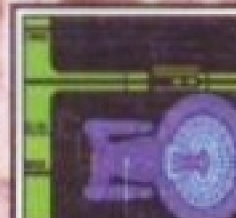

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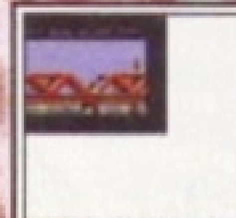

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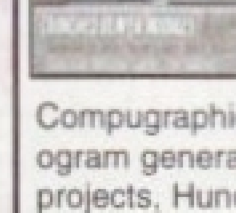

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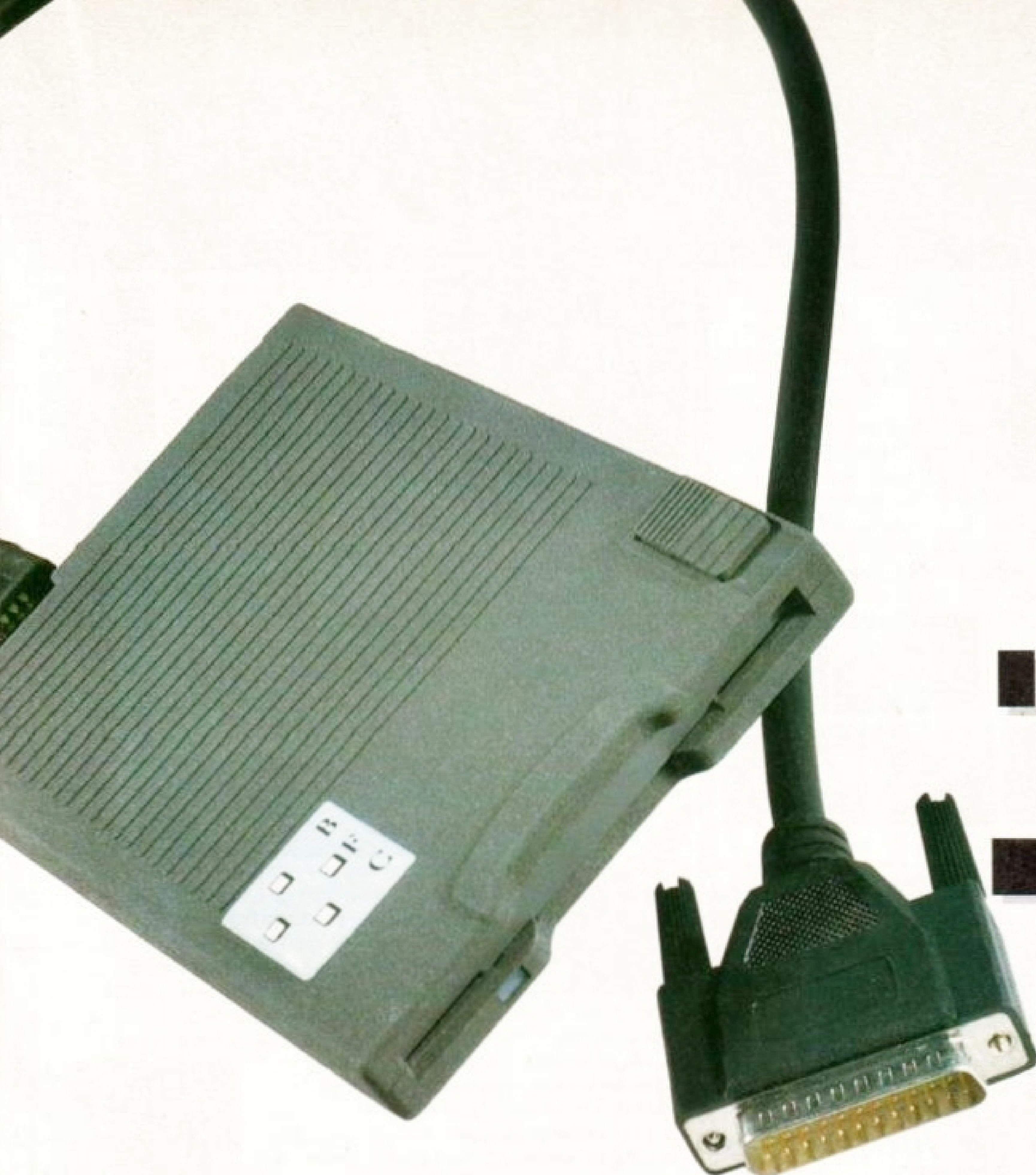
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Four Square HD drive



It's small, it's simple and it's sexy. What more could Graeme Sandiford want from an HD drive...

Despite the recent introduction of new portable data storage technology, such as the *Iomega Zip* drive, floppy disks have not kicked the bucket just yet. Even though being able to store 100Mb on a single cartridge is beneficial to most serious users and a real God-send for anyone involved in professional graphics or multimedia projects, the humble floppy is still going to be the choice of most users for the meantime, anyway.

However, surprisingly few Amiga-owners have made full use of this medium by purchasing a High-Density drive. The *DX9* (a.k.a. the *Four Square drive*), produced by the European PC-manufacturer DELL, is a new external HD drive that gives Amiga-owners another reason to upgrade – it's a seriously attractive piece of kit. The most notable characteristic of this drive is its diminutive size. The drive itself is scarcely larger than the disks it holds, measuring under 4 inches wide, 5 1/2" long and 1/2" high.

Instead of going for a standard beige plastic casing, DELL have given the DX9 a black ruggadised exterior. Aside from making the drive look nice, this surface also serves a practical purpose. Because of the drives small size and its unusual sliding eject-mechanism, it would be difficult to eject a disk if the drive had a smooth finish – especially as most people tend to only use one hand. The apparent quality of build seems excellent except for one thing – the lead at the back that connects it to the Amiga or another drive. This lead slots into the back quite loosely and, while it may actually be quite secure, it gives the impression that one or two good twists in the wrong direction might damage the connection.

PARANORMAL ACTIVITY?

Installing an HD drive has caused a number of our readers problems, most of which are due to the software patches that most drives need fitted to work correctly. You can imagine our surprise when we found that there where no such patches included with this drive. After deciding to try and just plug the drive in, we were pleasantly surprised to find that it was really auto-configuring and needed no software. There might even be reason to suspect that some sort of paranormal goings-on might be involved as the drive even worked with Nick Veitch's cranky old A3000 that simply does not like floppy disks or any other external drives we've tried.

Performance wise the drive is not likely to set new speed records, but neither is it a slouch. However, there is one detail you might want to bear in mind if you are considering purchasing this machine. There is no through-port which means that the *DX9* will have to be at the end of any floppy drive chain and that you can only have one *DX9* attached at any time. Despite this minor inconvenience, this is definitely a worthwhile purchase for anybody wishing to buy a high-quality, not forgetting darned sexy, external HD drive. Now if only I could detach it from my home machine, it's somehow managed to get stuck...

FOUR SQUARE HD DRIVE

DISTRIBUTOR
Brian Fowler Computers
01392 499 755

PRICE
£89.99

SYSTEM REQUIREMENTS
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SPEED ●●●
While not blisteringly fast, this drive won't keep you waiting around.

INSTALLATION ●●●●●
True plug-and-play – no fiddling around with software patches and the like.

FEATURES ●●●●
Reads Double and High Density disks with equal ease and looks nice too.

VALUE ●●●
A mite expensive when compared with other drives, but worth it just for the sheer pose value.

"There may be other HD floppy drives that are cheaper, but there are none that are so attractive"

88%

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Rated: AF GOLD 95% - CUAMIGA 91% - AUI Over 90% - AC over 90%

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CD-ROM Round-up

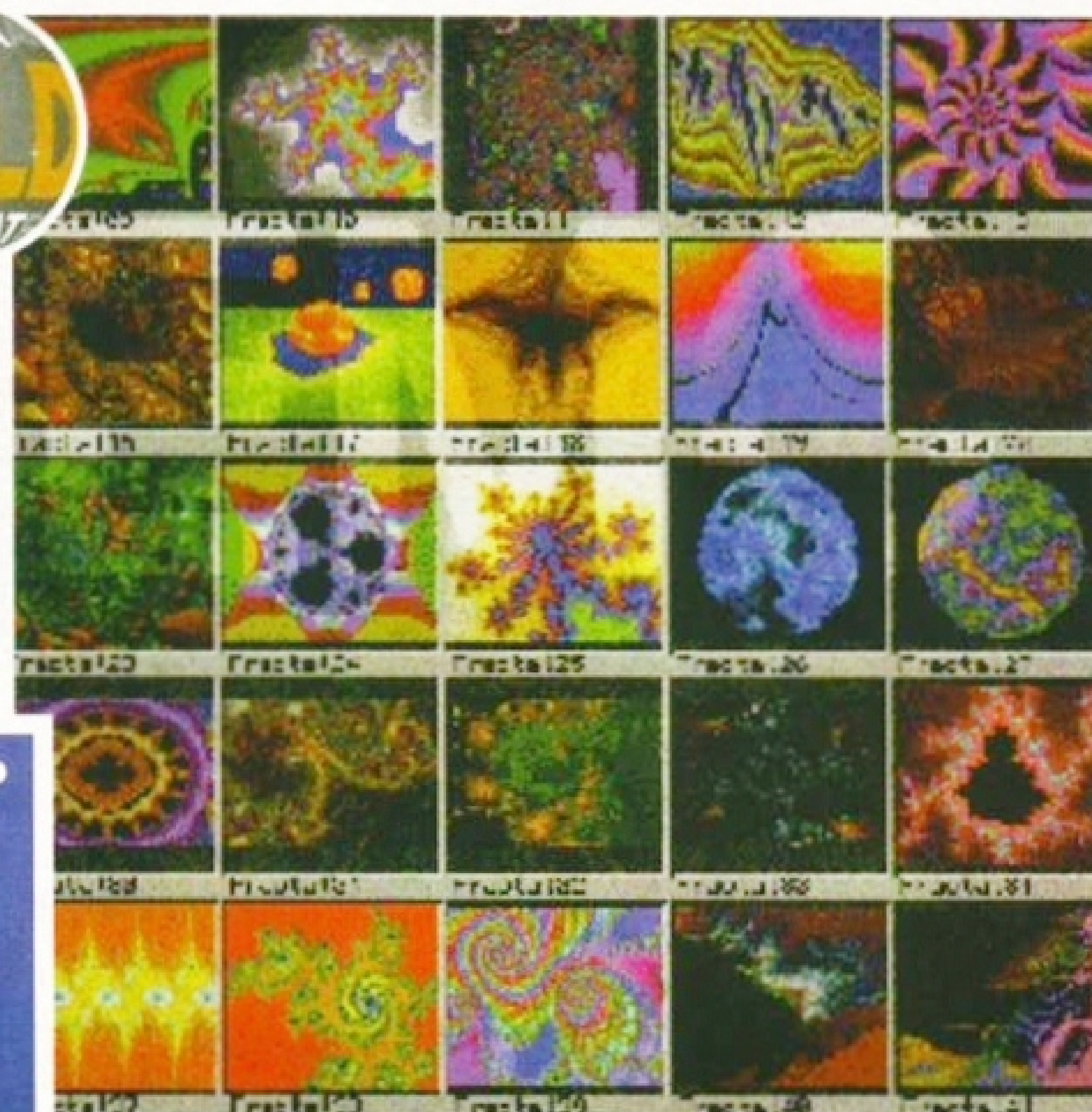
PHASE 3

■ E.M.Computergraphic ■ 01255 431389 ■ £24.99



EM are famous for their quality clipart and fonts, which have become essential elements for many DTP users. This new CD is the third in their series and has much of their library on it. There are fonts in just about every type you could possibly want and it also caters for users of *Pagestream, ProPage, Wordworth* and any other program that uses scalable fonts. The clipart is, as always, incredible with superbly scanned images in formats everyone can read including 256 and 16 colour versions. There is also clipart on the disk covering areas such as Sport, Transport, World Clips and Events. If you haven't already got a CD full of fonts and images, then this is an essential buy.



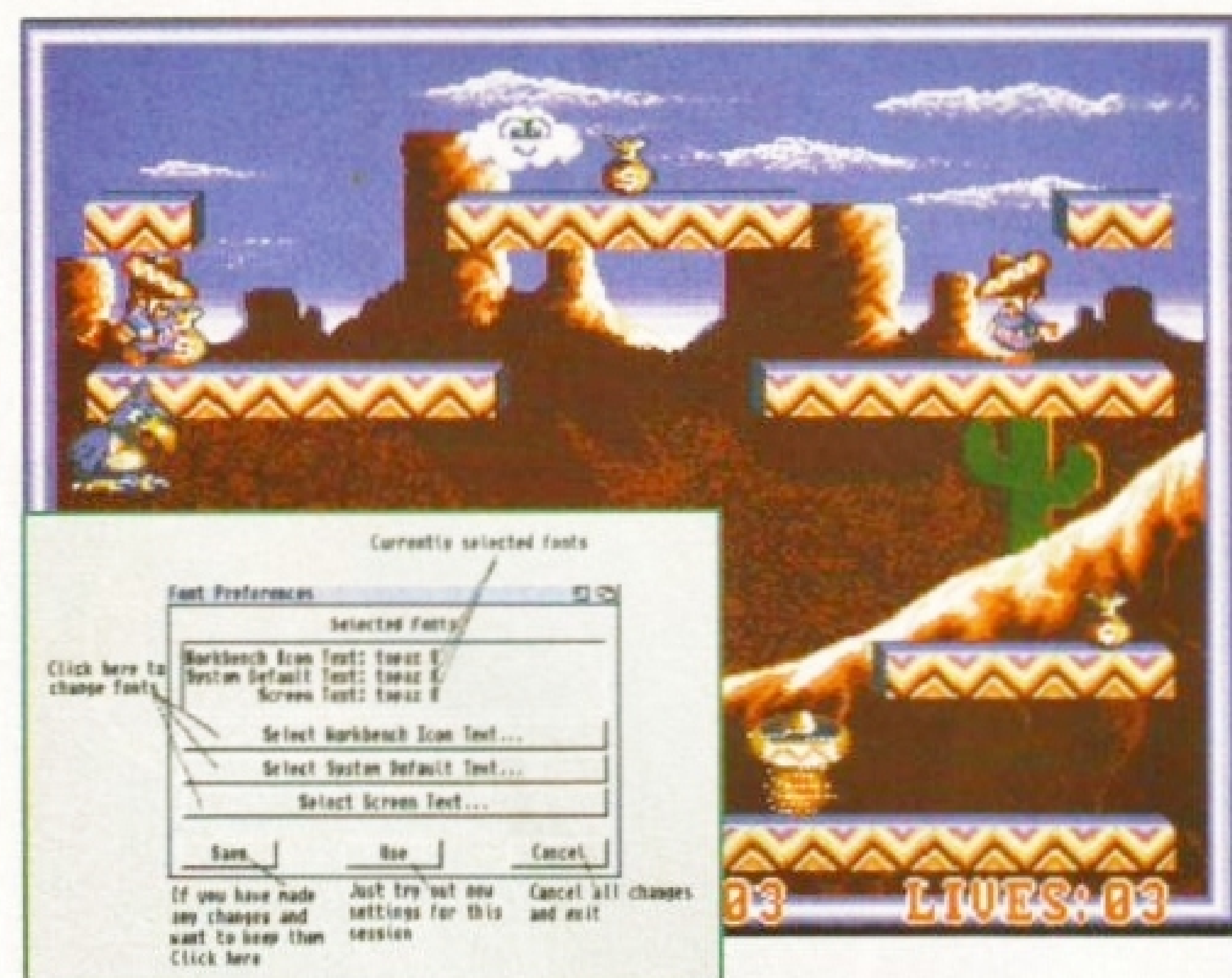


"If you're into DTP then this disk is a must have"

90%

NOTHING BUT GIFS AGA

■ 17 Bit Software ■ 01924 366982 ■ £19.99



A CD full of GIF images and nothing else sounds quite boring and frankly, after you've looked at some of the images, you can't help but feel it is a bit of a waste. However, if you want a great selection of digitised, rendered and hand drawn images this is a huge collection. The image quality is excellent on most of the images, but some of the renderings are somewhat basic and there is quite a lot of repetition. The section called 'glamour' is somewhat deceiving – they say there are babes in swimsuit's but I found it hard to find any wearing one! The interface is easy, with thumbnail representations to choose your images from and the Amigaguide viewer shows a description next to many of the images for quick browsing. If you need a good collection of high quality images and have a program that can import them then this is a reasonable collection of images you may find some use for.

"Lots and lots of pretty pictures"

86%

F1 LICENCEWARE

■ Active Software ■ 01325 352260 ■ £32.99

Licenceware is a concept that allows authors of small programs, that aren't usually suitable for commercial release, to sell their programs for about £5. This disk is filled with their first hundred products and caters for almost all users. There are some very useful programs for beginners, as well as some superb educational software that will keep the parents happy and give the kids a reason to buy! For the more serious users there is a selection of high quality programs, such as the excellent *Blackboard 3* image processor. There are also several games, including some remakes of Spectrum classics. A few of F1's music disks contain a variety of modules, ranging in style and quality with some music manipulation software. The interface is Amigaguide, with a choice of viewing the programs in alphabetical order and the option to put the programs onto floppy disk. Overall a good disk with an excellent selection of programs.







"A good all-rounder"

91%

Continued overleaf ➡

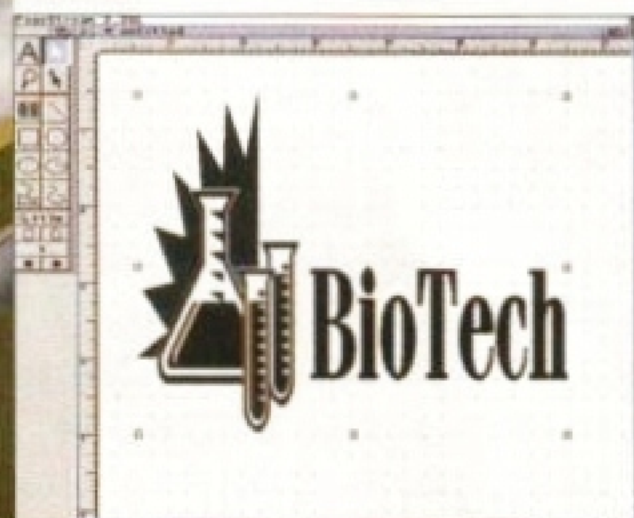




AMINET 10
■ GTI ■ 0049 6171 85937 ■ £14.99

Yep, it's that time again – yet another Aminet CD. However, this is a special edition and not just because its the tenth. *Aminet 10* contains the full version of *Pagestream v2.2* and a special edition of *TypeSmith v2.5*. Both of these programs were the best of their kind and are a worthwhile addition to any DTP enthusiasts software collection.

Of course there is the usual collection of programs and utilities taken from the site itself. For the price of £15 getting loads of PD and Shareware plus a full commercial program can't be bad.



"Another fine Aminet collection with an added bonus"

91%

Maximum MODS
■ LEGENDARY DISTRIBUTION ■ 001 519 753 6120 ■ $34.95 (£22)

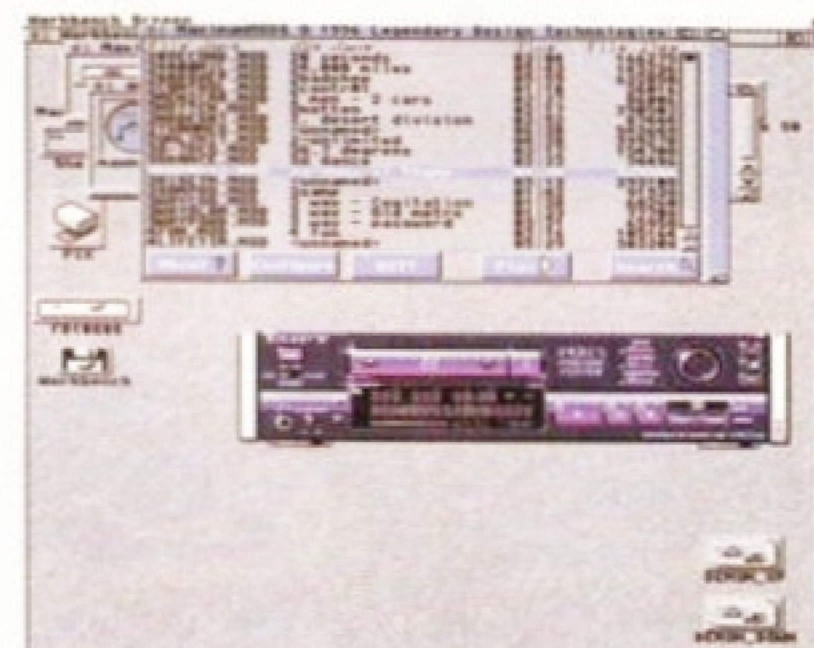
As you've probably guessed from the title, this is a CD-ROM stuffed full of music modules. In total there are over 4,200 modules which, according to the manufacturers, if played continuously amounts to 241 hours of music.

This disc is intended for use with both the Amiga and the PC so programs have been supplied for both machines. The Amiga front-end can be installed to disk and looks very much like a hi-fi CD deck. You can select more than one file by holding down shift and you can also perform searches.

The modules themselves are okay, but it's very hard to find the type of modules that you like as they are not categorised. As a module CD *Maximum MODs* is only average and is hampered by the lack of categorisation.

"A decidedly average hodge-podge of mods"

75%



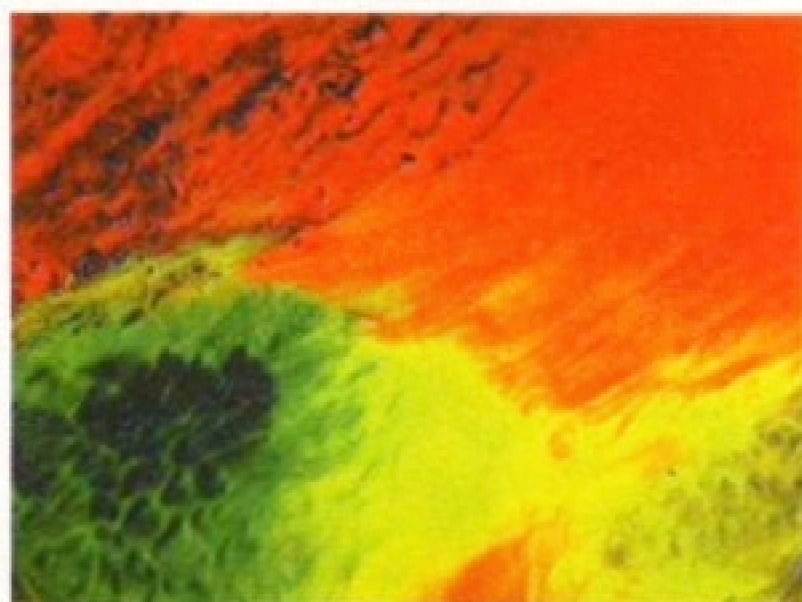
TEXTURE PORTFOLIO
■ GROUND ZERO SOFTWARE ■ 0117 9076733 ■ £29.99

This CD got into my good books straight away by containing a colour printout of the images it contains. *Texture Portfolio* is a collection of textures that I have been waiting a while for and now that it's arrived I'm quite impressed by the professionalism of its production – except for a few duplicate images.

The images are well categorised, so you don't have to go wading through the wrong directories trying to find a particular type of file. Of course the printed index helps a great deal as well. Not only can you see what an image looks like you'll also find its file name written underneath.

The images are of excellent quality and should be perfect as multimedia backdrops. However many of them are a little too abstract to be used effectively in 3D applications.







"A collection of images of the finest quality"

92%

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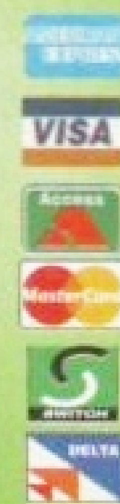
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Workbench

Life is full of mysteries and the Amiga is certainly no exception. Graeme Sandiford knows all about the quiet strength and willfulness of his favourite machine. So, send your queries to Workbench, *Amiga Format*, 30 Monmouth Street, Bath, Avon BA1 2BW.

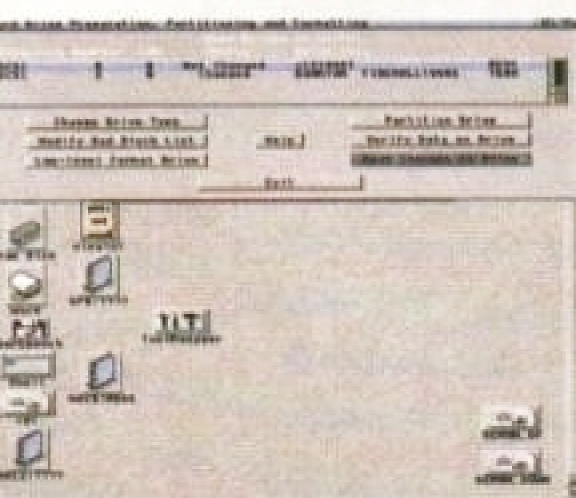
PORTABLE PROBLEM

I'm writing regarding the letter "CD-ROM Conundrum" in *AF* 80 page 106. Not wanting to appear stupid, but having already used up my PCMCIA slot how would I connect a CD-ROM drive? If a CD drive can be used as a portable CD audio player, can it be done the other way?

D. Russell
Oxon

There are other ways to fit an SCSI interface to an A1200 other than the PCMCIA slot. Firstly, there is the Dataflier SCSI interface which fits inside the A1200 to the IDE port. Many accelerator cards also feature optional boards for SCSI interfaces. Yes, some portable CD-ROM drives can double as audio players but this does not mean than any portable audio player can be used as a CD-ROM drive: they lack the necessary SCSI interface.

DRIVES ZAPPED



Partitioning a drive is not hard – if you have the right software.

My problem is that I recently bought a Zappo SmartStor plus 261 Mb hard disk drive. After three replacement hard drives and one replacement A1200 the unit eventually started to work. However, recently my workbench partition vanished and having made no back-up copies I had to re-format the drive. This was unsuccessful. The partition wouldn't format so I initiated a RDB reset and re-partitioned the drive. Now I have two partitions, AQ0:COPY (8mb) and no default tool. When I try to format either partition the message "Please insert disk to be formatted into drive AQ0" comes up. Once formatting has started the message "Format Failed Error During Format" pops up. Unfortunately the company who sold me the drive, Calculus Computer Stores, Preston, has ceased trading and so has the parent company Indi. Please could you help me or pass me on to someone who can, as I am getting tired of having to wait for disks to access whilst playing games and running Wordworth.

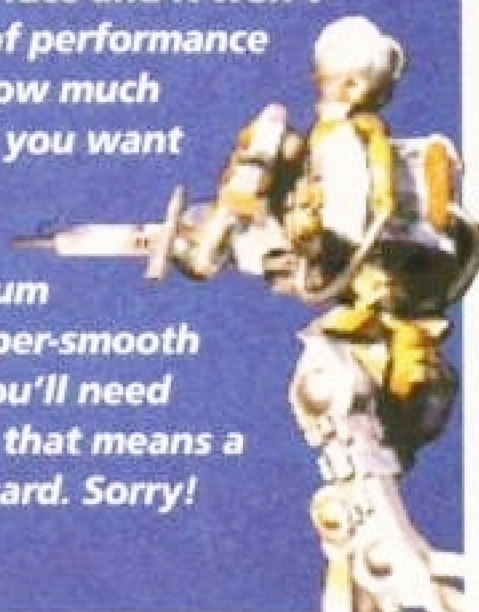
James Wilson
Cumbria

Urgh, sounds like a messy system. The first lesson is of course to make backups, but that's easy to say after the event. The next lesson is not to mess around with the RDB. I'd guess the hard drive is now thoroughly confused. Did you receive a utility such as RDPrep or HDToolBox? If not, go ask a PD library and get one. You need this utility to properly prep the drive and partition it. You should not perform any formatting at this stage. Use a diagnostic program such as SnoopDos to determine the name of the device driver and use Information to feed this into the HDToolBox icon. Then prep and partition the hard drive, and when reset and back to AmigaDOS, format it using the standard Amiga formatting command, although make sure you use FFS.

LACK OF BREATH

I own a 1200 with a 120 Mb HD, 4 Mb Ram, a 50Mhz MBX 1230XA and a dataflyer SCSI device. Even with this spec I still couldn't run last months Breathless demo at 1*1 pixel display at a decent speed on any screen size bigger than the minimum. Is there any way to expand further, maybe using the SCSI device, for around £200, to make games like Breathless run smoothly?

Jonathon Pollard



*Sadly, no there isn't any way of using the SCSI to speed up the processing power of the Amiga. SCSI is nothing more than an interface and it won't provide any kind of performance boost no matter how much you spend on it. If you want to enjoy the 1*1 pixel mode in larger than minimum size AND enjoy super-smooth movement then you'll need more power – and that means a 68040 or a 68060 card. Sorry!*

Continued overleaf ➡

IF YOU HAVE A QUERY...



Graeme Sandiford

At *Amiga Format* we aim to answer as many questions as possible. Unlike some magazines, we don't just concentrate on our areas of expertise – we take on all your problems (as long as an Amiga is involved). Here are a few tips on sending in questions:

- **Be concise.**
- **Detail the actual problem as best as you can.**
- **Describe the events that caused the problem.**
- **Give full details of your equipment.**
- **Make sure your question is relevant and wouldn't be more easily solved by contacting the dealer from whom you bought the goods.**

Bear these points in mind and fill in, photocopy, or copy the form below as best you can.

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Your Amiga:

○ A500 ○ A500 Plus ○ A600
○ A1000 ○ A1200 ○ A1500
○ A2000 ○ A3000 ○ A4000

Kickstart version:

○ 1.2 ○ 1.3 ○ 2.x ○ 3.x

Workbench revision:

○ 1.2 ○ 1.3 ○ 1.3.2
○ 2.04/2.05 ○ 2.1 ○ 3.0

Total memory fitted ____________

Chip memory available ____________

Extra drive #1 (3.5in/5.25in) as DF: manufacturer:
____

Extra drive #2 (3.5in/5.25in) as DF: manufacturer:
____

Hard disk: ________ **Mb as DH** ________

Manufacturer: ____________

Extra RAM fitted – type, size (Mb) and manufacturer:
____

Details of other hardware:
____
____
____

THE FRENCH CONNECTION

I have been given my system by my father who lives in Switzerland and so all the documentation is in French. My first problem is where I can buy some English manuals from.

I have seen the ROM chip E586 Module advertised – is it possible to fit this to my A-max card to enable me to emulate a PC or would I have to buy the EMPLANT board? I have been told by my father that if I crash the computer while using the A-Max emulator, I won't be able to use it without it being reset. How can I reset the card myself? How much would it cost to install a AGA chip to allow me to use VGA graphics if I get PC emulation?

If I have the Genlock card installed, it prevents the monitor from displaying the picture. The monitor is plugged into the smaller screen port. I understand that I won't be able to see the output from the Genlock card via the monitor but is there any way to make the screen usable at the same time as having the card plugged in? Is there any way to use the monitor with the genlock card via an adaptor as the sockets are two different sizes?

I am also having trouble getting decent quality out of the printer. This page was printed using the graphics option at 300dpi. I have used the NLQ setting on the print menu but it doesn't print correctly although the quality is better. How can I get the quality of the NLQ page and have it print out correctly? The word processor I am using is Excellence! v3.00.

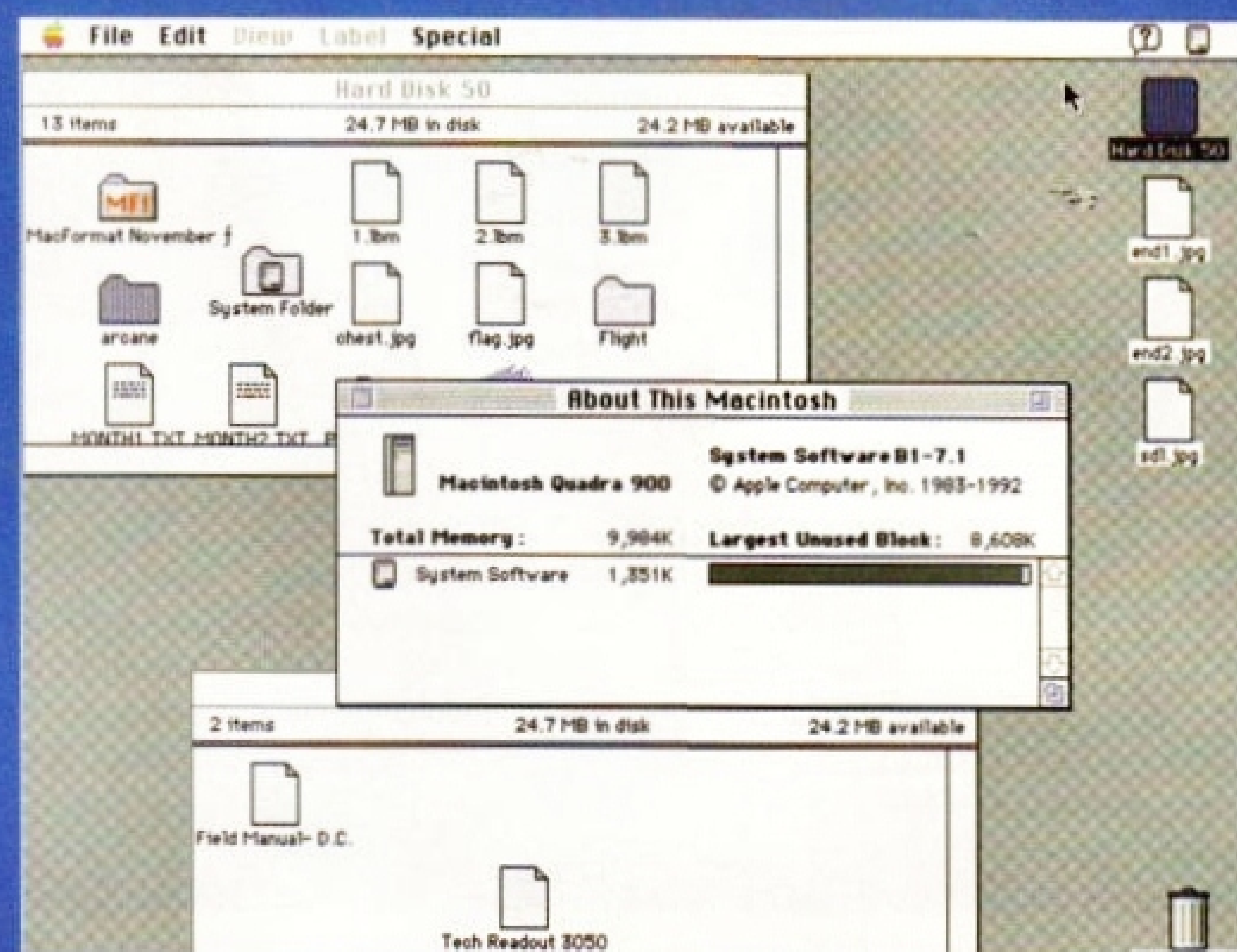
Ryan Felber
Somerset

I would strongly recommend that you get on-line as soon as possible so you can chat about your AMAX problems with other users. In the meantime, the PC emulation module you describe is solely for the Emplant board so it will be no use to you.

Are you sure you need to reset the AMAX card, rather than only having to reset the computer? The only way I can think that the AMAX card would need resetting would be if it contained its own battery-backed memory. Not having the documentation to hand I don't know for sure, but there may be a reset switch on the card. Alternatively removing the card and replacing it may reset it. I'm not convinced that simply hard resetting the Amiga (switch it off for 30 seconds) wouldn't solve the problem though.

I'm not sure which model of Amiga you have, and this makes a difference. Plug-in Genlocks for the Amiga are few and far between. I can only guess that when the genlock is used the output to the monitor is switched off to prevent overloading the video circuitry (this is what the OpalVision card does anyway). You should be able to view the genlock output on a video compatible monitor, or a television set with a suitable input. This is the best you can do with that set-up.

First of all, try a modern word processor such as Final Writer or Wordworth. Secondly get hold of a printer utility program such as Turboprint Professional (Wizard Developments 01322 272908).



While there's no PC module for *A-Max*, there's supposed to be one for *Emplant*.

MEMORY SHORTAGE

I bought an Amiga A600 in 1993 and I am pleased to say that I have only had a few minor problems with it... until now! The problems started when I fitted my 2.5" IDE hard drive. First, the 'graphics memory' displayed on the Workbench screen decreased from around 1,800,000 before HD installation to 1,162,544 after – surely the HD does not take up this much memory? Even when I disconnect the HD the memory only goes up to 1,600,000. As a result of this low memory, the computer crashes frequently even when games are run from floppy. Again, when I disconnect the HD, games still crash frequently. What can I do?

Another problem is running of programs from HD such as *Pagesetter II, Kindwords III, Home Accounts 2* and *Syndicate*, which, even when correctly launched, display the message – "Unable to open your tool 'Pagesetter II'" and so on. What can I do?

If these problems cannot be easily sorted, I will consider upgrading to an A1200 with an accelerator with 4Mb RAM – what is the best accelerator to buy if I will be using programs such as *Pagesetter II* and *Wordworth 3.1 SE* most of the time? I don't understand the difference between PLCC - type FPU, PGA - type FPU, MMU and the actual processing speed in MHz. Could you please explain it all as if I'm a six-year-old.

Gary Benson
Bristol

Although a hard drive does take up memory, it shouldn't consume that much. Type "addbuffers" and the name of the drive to make sure that nothing daft is happening: you should get the default number 30 returned. An extra RAM disk hasn't suddenly appeared on your Workbench has it? One possibility is that there is a program being executed from the startup-sequence or user-startup scripts or from within the WBStartup drawer and that this program is taking the memory. It's really bizarre that removing the hard drive still leaves you with a memory shortfall: if I were you I would get hold of some virus checking software immediately.

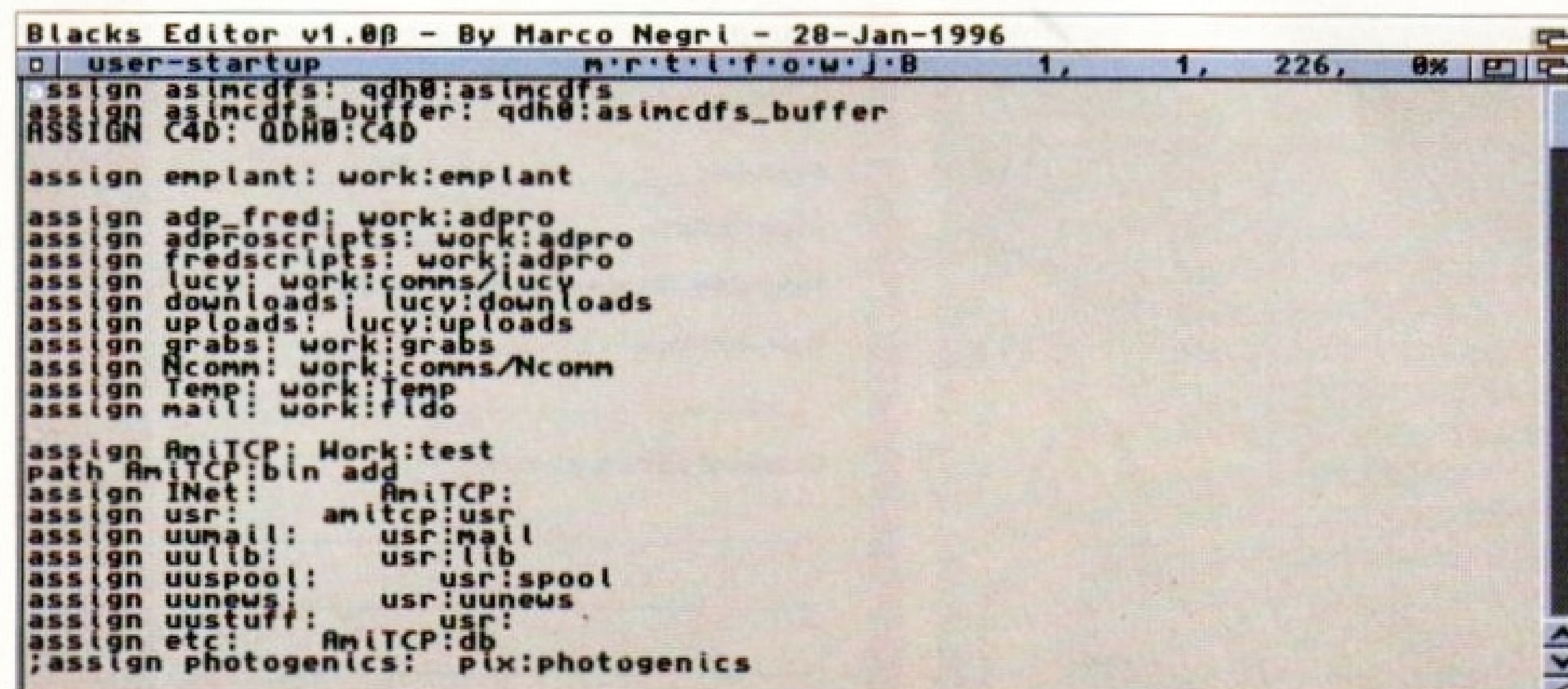
When installing software onto Hard disk there is more to it than copying all the files into a new drawer. The software will frequently want to access various files, and in many cases it only knows where they are because the path is set up something like "pagesetter:file.dat". When you run from floppy, the disk itself will be called "pagesetter:" and so this is how the program can find the data. However, when you copy the files to hard disk there is no disk or device called "pagesetter" anymore. Instead you need to fool the computer into thinking there is by using "assign". If you enter something like:

assign pagesetter: work:utilities/pagesetter

Then when the software tries to find "pagesetter:" it will look in the Work partition of the hard drive, and then in the utilities and pagesetter drawer. Add the assign to the user-startup script so that it is executed every time you switch the computer on.

When Mr Amiga wants to go faster, he needs a great big chip called a "processor". Like a food processor, the faster it goes, the happier Mr Amiga is. Processors are measured in painful units called "mega-hurts". The more "mega-hurts", the better. 30 mega-hurts is good, 50 is better. Mr Amiga sometimes also needs an extra chip to help him with really, really hard sums. These chips are called FPUs and they are special because they come in two flavours: PLCC chips don't have any sharp bits at the bottom, but have wire around the edges and PGA chips which have sharp bits at the bottom. You need the right sort to fit into the socket you have on your accelerator card.

Mr Amiga sometimes forgets things because he doesn't have enough memory. Sometimes he can get the food processor to help, if it has a magic part called an "MMU". With special programs, the MMU can help Mr Amiga remember more than normal.



You would be surprised at the amount of things loaded into memory at startup.

PC BACKUP

The major partition of my HDD won't validate but I can still read from it. I have tried Disk Salv but to no avail. I have considered buying the commercial version as a last resort but I have had another idea (over 100 Megs worth of data would be lost if I just formatted the disk so I don't really want to do that). I have access to a PC with enough space (250 Meg or so) on its HDD to fit the contents of the dodgy partition of my HDD on. What I am hoping is possible is that I can upload the contents of my disk onto the PC's HDD and format my drive. Then download what I uploaded to the PC. Please can you tell me what cables and what additional software (if any) I will need for both machines and just how I would go about executing this task. Cost is a major factor so keep it as cheap as possible (but no DIY cables thanks). Do you think there is a large risk that if I do format my HDD that it won't work again.

On a completely different point I would like to have a directory on my HDD (the small partition that I can still write to anyway) which holds scripts whose names can be typed anywhere from DOS and the scripts will be executed. Ahh, just create a path to that directory and make sure the properties of the scripts were set with a script flag I thought. Unfortunately this does not work and I seem to remember you saying about *Pure* but you weren't sure. So, how could I do it (I really don't want to put them in C because I don't really want them on my System partition).

Nick Donnelly
Cambridgeshire

As you say, the disk is invalid and so you cannot write or delete anything from it. It's caused when the Amiga is switched off or crashes when something is being written to the drive. When this happens to my system I use a commercial package called AmiBack Tools *and this sorts the problem out in a few moments. HiSoft sell their own disk utility suite too. However, your plan to back up the hard drive to a PC and then reformat will also work. In fact, it will de-fragment your drive in the process which will speed things up ever so slightly.*

To transfer the files you can either use some floppies and spend an entire day carrying them back and forth, or else connect the two computers together using their serial ports. To do this you will need to buy a NULL MODEM cable. You could make one up and save some money: it's not hard, honestly. You will then need to use terminal emulation software on each machine (Ncomm or Term on the Amiga, Terminate on the PC). Then copy all the files over using ZModem. If you have a partition that you can still write to on your Amiga, use it to store LHA'd versions of the files on your broken partition. Sending LHA'd files will be quicker. Um.. that's exactly how it works! If you create a script file and set the script bit like this:

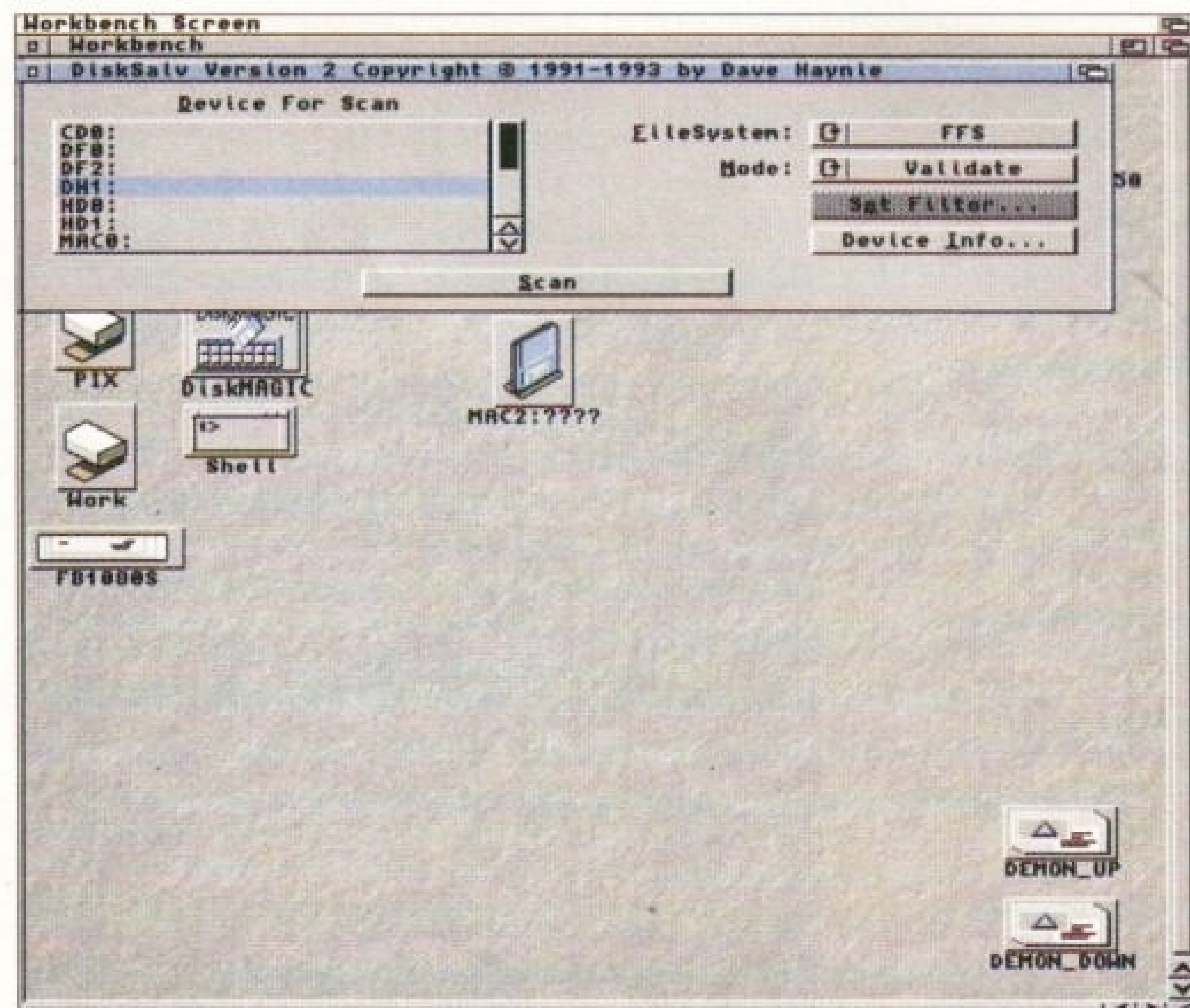
protect yourscript +s

and then add a line such as:

path add myharddrive:myscripts

then it will work.

The PURE bit is only needed to force some AmigaDOS commands into being resident — a completely different kettle of fish altogether. All I can suggest is that you make sure you include the PATH command in the user-startup drawer so that it is active every time you reboot.

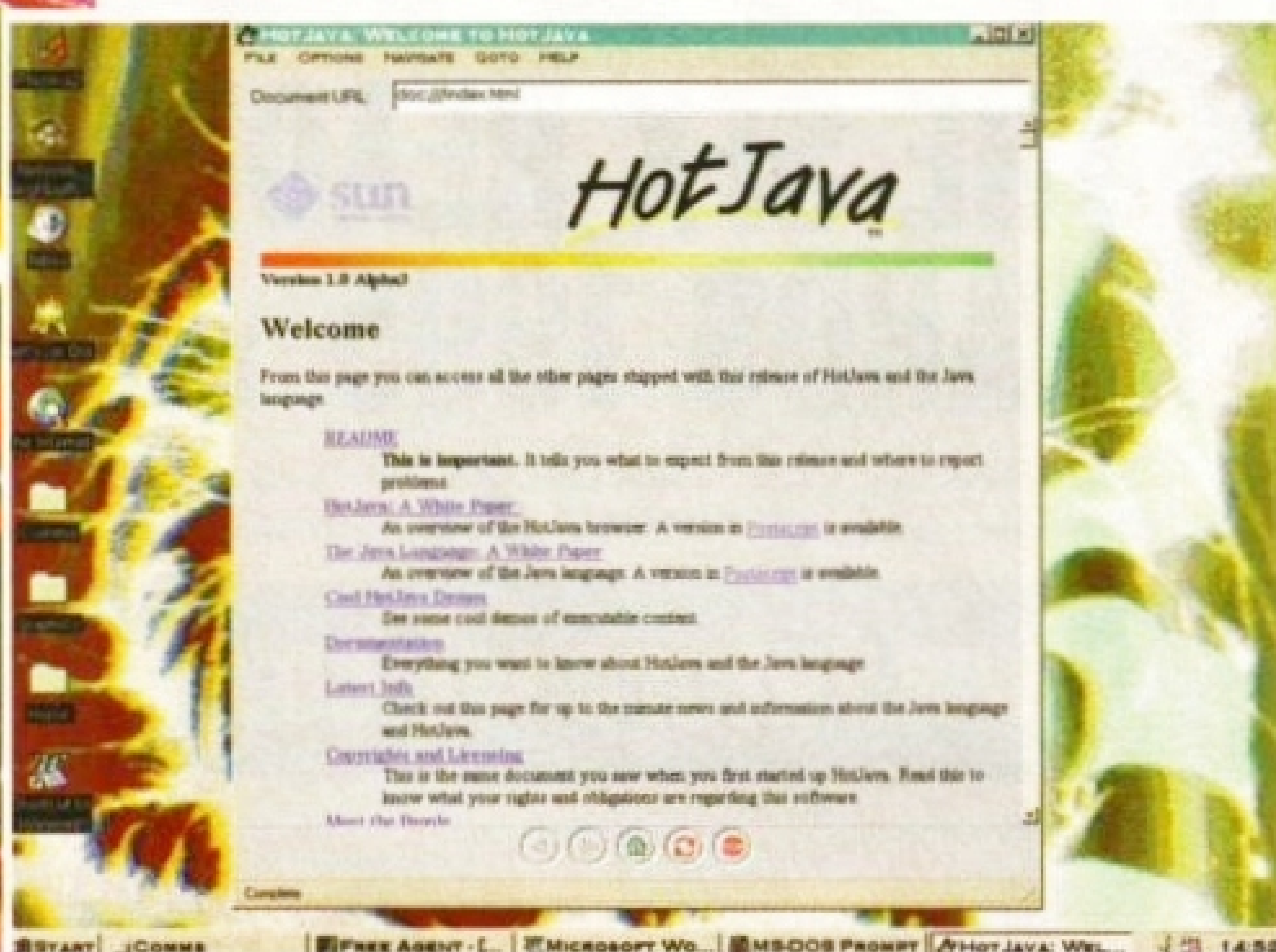


If your hard disk has been invalidated then *DiskSalv* might be able to help.

Amiga.net

Which Web browser?

This month Darren Irvine takes a closer look at the current crop of Amiga Web browsers that are appearing to challenge the traditional *AMosaic*.



This is Java running under Windows 95 – although *P'Jami* won't look exactly like this, most of the functions should be the same.

For the past couple of years, Amiga users have had to make do with *AMosaic* when browsing through the pages of the World Wide Web.

When it first appeared, *AMosaic* actually wasn't all that far behind the then standard NCSA Mosaic browser. Unfortunately, there have been some major developments in the field of HTML browsers since then - chiefly by the ubiquitous NetScape and also by Sun with their HotJava system.

Both the NetScape and Sun systems are proprietorial extensions to the original HTML standard, and as yet neither is available on the Amiga, although agreements between the two companies have ensured neither gets too far ahead of the other.

Fortunately, there are a number of alternatives to *AMosaic* currently under development or available as Beta versions. I'll take a brief look at each in turn, and try to outline the advantages and disadvantages of each system. However, until they're all available, it really wouldn't be fair to make a final judgement as to which is the better system.

AWEB

Although *AWebs* main claim to fame is as an HTML - 2 compatible Web browser, many people will also be attracted to it by the fact that it doesn't require the dreaded Magic User Interface (MUI) to be running on your machine. Instead it relies entirely on Amiga-native BOOPSI gadgets instead.

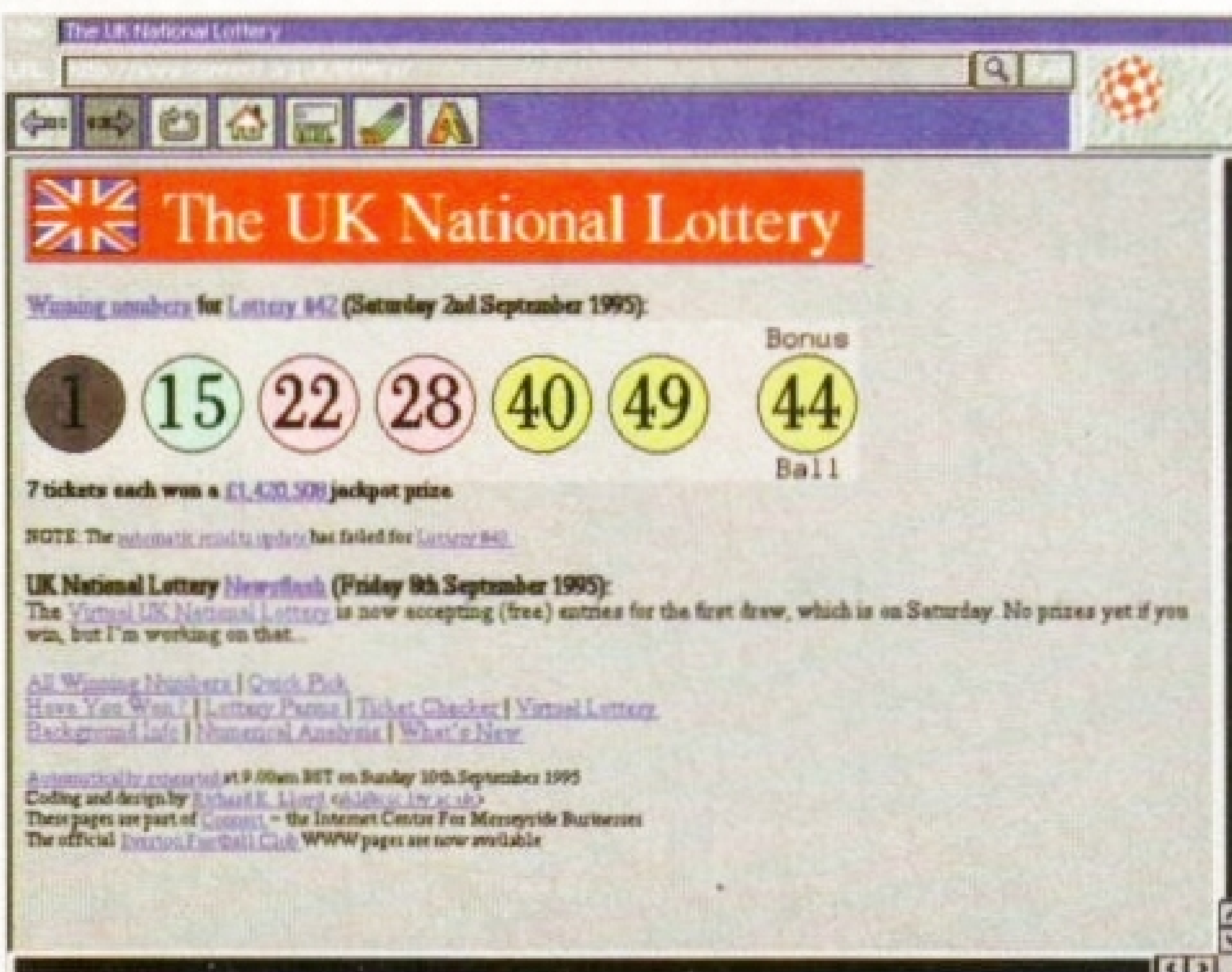
Developed and designed completely by Yvon Rozijn, *AWeb* can run on either the usual AmiTCP stack or alternatively on Inet225. It can also run without a TCP/IP background system, allowing the loading of local HTML files. Due to the fact that MUI is not needed, AWeb should be much faster and less memory hungry than AMosaic.

AWeb can run in its own screen, or as a window on Workbench, and if you are thinking about moving to *AWeb* from *AMosaic*, you will be glad to know that it supports *AMosaic* style hotlists.

You will need to be running OS3.x in order to get *AWeb* working properly, since *AWeb* makes extensive use of datatypes.

Unfortunately, at the moment, the only way to legally obtain a copy of *AWeb* is to subscribe to the bi-monthly Dutch Amiga Magazine, and no beta versions are available. These restrictions may seem a bit tight, but the author has had problems with illegal versions of *AWeb* being made available on the Internet.

Hopefully however, *AWeb* will be available from the usual Aminet mirrors by the time you read this. An announcement concerning the release will be made to the Usenet newsgroups comp.sys.amiga.networking and comp.sys.amiga.misc.



The browser we're all used to – *AMosaic*.

IBROWSE

The developers of *IBrowse* are some of the old developers of *AMosaic*, and have 2 years of web experience from porting the original *XMosaic*. Although it is by far superior to the old system, unsurprisingly *IBrowse* is similar in some ways to *AMosaic* – chiefly in it's reliance on MUI.

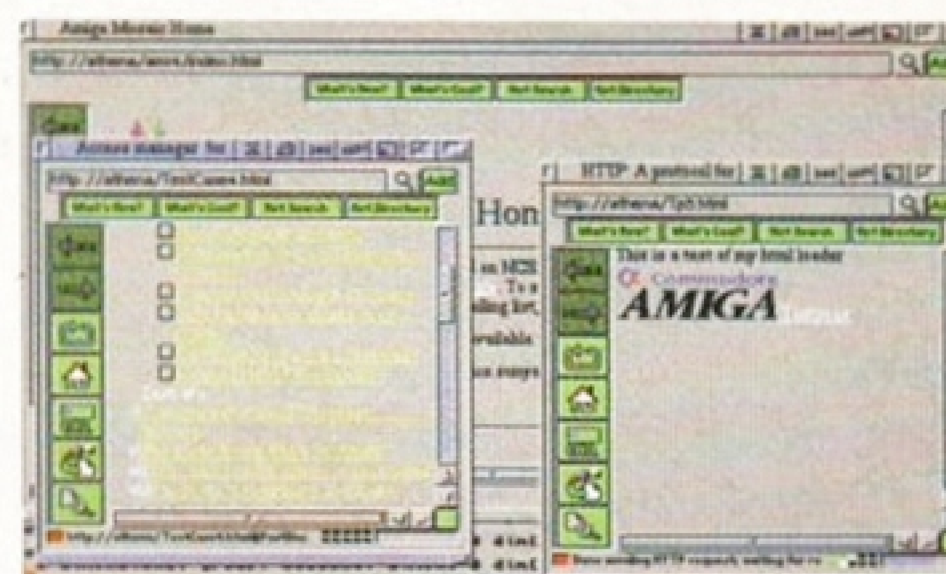
There are many new features however, including support for multiple windows and multiple network connections. Despite the use of MUI, *IBrowse* is reputed to be much faster than *AMosaic* – typically 1.5 to 3 times faster

AMIGA TECHNOLOGIES SURFER PACK

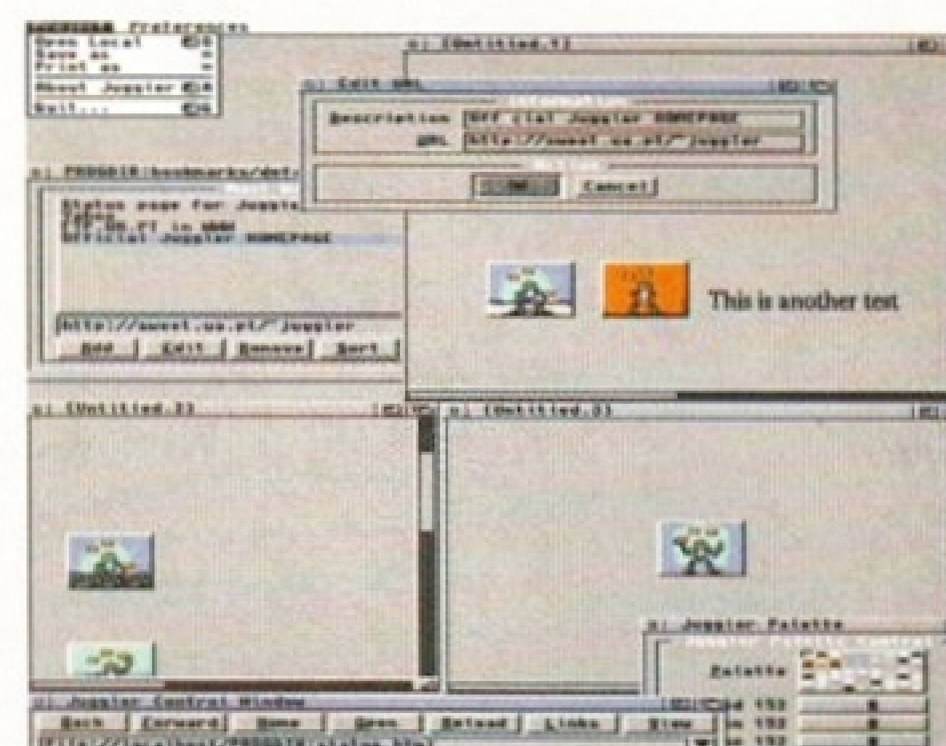
Just when things looked like they were becoming clear on the Browser front, AT have confused the issue by releasing an Amiga pack containing their own browser and their own Internet software based on a version of the old Commodore AS225r2 rather than AmiTCP. The pack includes a 2Mb Ram A1200 with a 270Mb hard drive and a 14K4 modem. The included browser is called "Voyager" – the new name for the much rumoured "MindWalker".



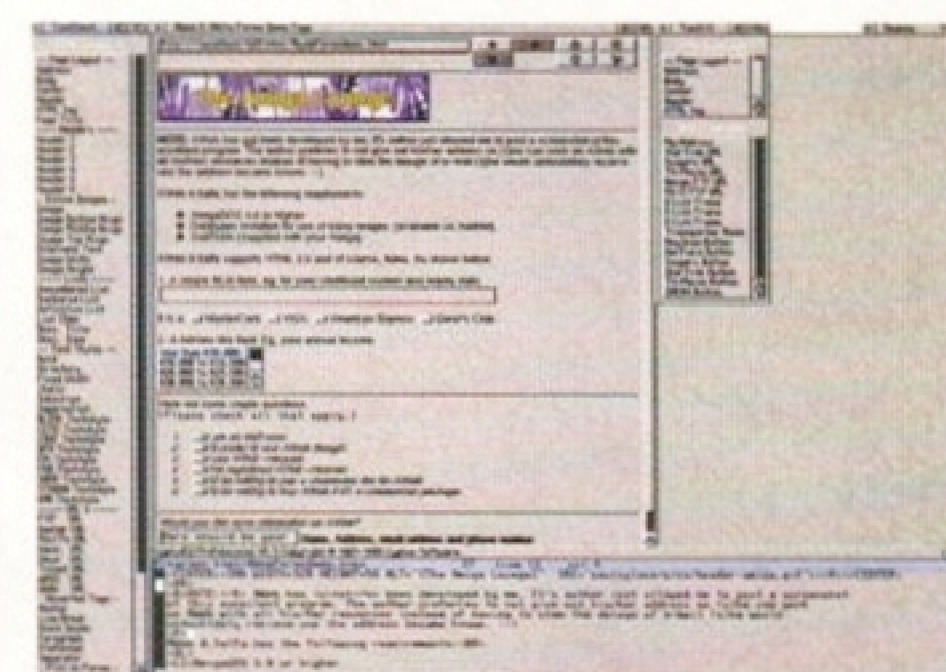
Not exactly a browser, but apparently 'The HTML editor of the Future'.



Ibrowse looks a lot smarter than *AMosaic* too – although I'm not too sure about the over-reliance on green as part of the colour scheme.



Will *Juggler* be the system to give *Amosaic* a run for it's money – at this stage we'll still have to wait and see.



Aweb appears to be shaping up into a very nice system and you don't need MUI to run it.

NEW AMIGA NET SOFTWARE – THORAX

It remains to be seen which of the new Web browsers proves to be the best in the long run. If you are interested in creating your own HTML documents to place on the Web, you will need an HTML editor – so far a type of software few and far between on the Amiga. Via my usually unreliable RumourMill sources, I can bring you news of a system under development called *"Thorax"*.

The finished version of *Thorax* will apparently support some NetScape style extensions to the standard HTML language definition – such as the handling of background textures and frames, as well as more standard extensions such as forms.

You might be wondering what use this will be to you as an Amiga user, as none of the currently available browsers (nor those on release soon) will support these extensions. However, it is a fact of life that if you are creating pages to put on the Web, then many of the users accessing those pages will be doing so using NetScape, and so being able to create NetScape compatible HTML documents is a bonus.

Unfortunately Thorax can't be used as a standalone browser, since – apart from not having the code to do so – it can take quite a long time to display each page – several minutes in some instances. So far the program is not available even as a Beta, as the author has decided to restrict testing to a user group – perhaps taking note of the illegally released versions of *Aweb* that have been doing the rounds on the Net.

Whenever a version becomes available, you can be sure I'll let you know where to get a copy because *Thorax* should become an extremely useful addition to the Amiga Web developer's Arsenal.

when accessing the Net and up to 30 times faster when performing screen-refreshing activities such as resizing a window.
Perhaps more importantly, *IBrowse* will support all HTML1 - 3 and NetScape commands. Like *AWeb*, *IBrowse* will work with either AmiTCP or AS225, and can run without either for local page accessing.

A version of *IBrowse* is available now for download from the Omnipresence' Web site – see the boxout for the address.

RUMOUR MILL

This month (in a shock change of tack) Rumour Mill brings you news of something that might even be true. Amiga Technologies GmbH has done a deal with set-top appliance manufacturer VISCORP to develop an Amiga-based set-top system. This new system will integrate things such as phone lines and Internet technology with your TV set. and is set to provide a complete and practical solution for interactive TV services.
The system will also be of use in Home Shopping systems and will allow games to be played across it's network.

JUGGLER

Yet another system in the early stages of development is *Juggler.* When it becomes available, *Juggler* will also not require the use of MUI – a major factor in some people's estimation. Juggler will provide support for all HTML codes up to HTML - 3, but no support is intended for NetScape or Java extensions.

P'JAMI

Perhaps the most oddly named of the current systems, *P'Jami* is also about the furthest behind in development terms. It is intended to be a port of the *Sun Java* system to the Amiga. A number of different developers are involved and so far they appear to still be at the stage of reverse-engineering the existing *Sun HotJava* browser.

CONCLUSION

Well – so far the front runner in the browser stakes appears to be *AWeb,* with *IBrowse* following a very close second. The screenshots of *AWeb* certainly look very nice, and it looks like shaping up into a very nice system indeed.

IBrowse appears to be the furthest along the development cycle and a Beta version has been available for a while now – however it still requires use of MUI and if you are one of those people for whom this is a problem, you will have to wait for the release of *AWeb* until you can start browsing.

Current *AMosaic* users, on the other hand, will already be using MUI and should take a look at *IBrowse* as soon as possible.

FINDING MORE OUT

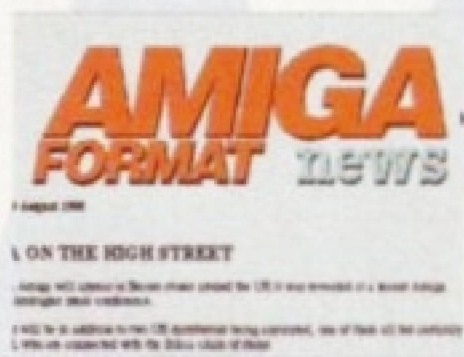
For more information concerning the various Web browsers either available now, almost available or under development, check out the following Web pages.

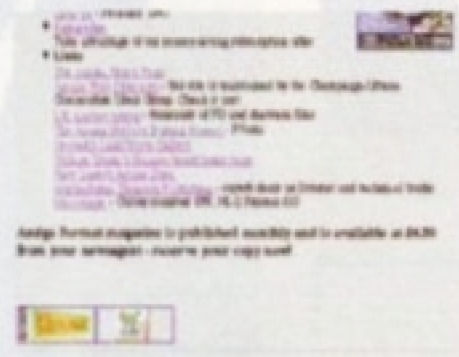
Juggler:
http://sweet.ua.pt/~celso/juggler/
P'Jami:
http://metro.turnpike.net/N/NiallT/hotjava.html
Aweb:
http://www.iaehv.nl/users/paul/heavenly.html
Ibrowse:
http://www.omnipresence.com/amiga/
Amosaic:
http://www.omnipresence.com/amiga/

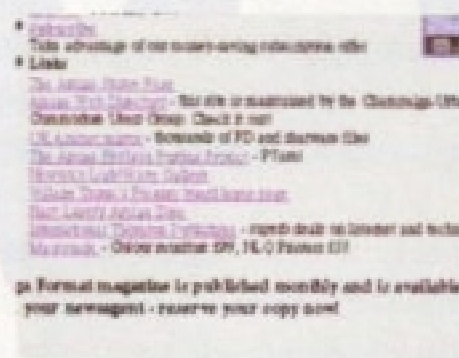
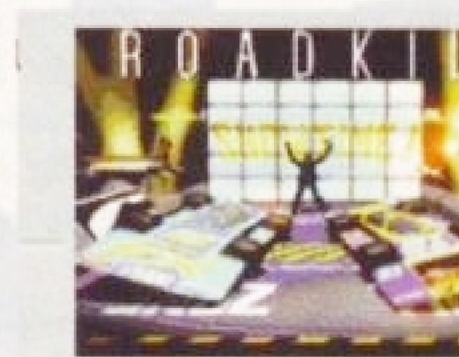
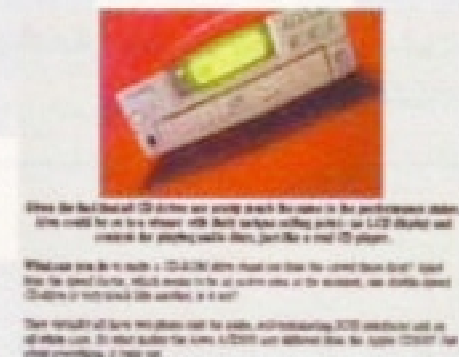
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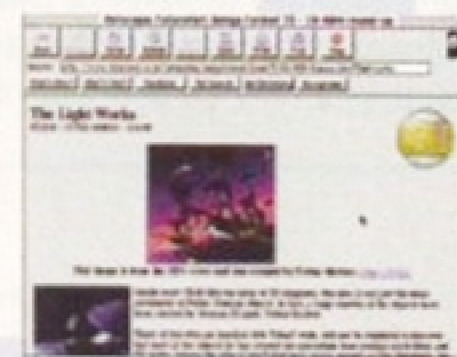
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DTV

Steve McGill inroduces the second part of his video series.

At the end of every Beadle's Hot Shots, Jeremy Beadle invites the TV audience to send in their own productions. He promises that every video shown will win the creator £500.

Cue the oohs and aahs from the studio audience and then listen to what he has to say next; "All we need is the idea, we'll even help you with the editing."

This last part is important, for it implies that editing is difficult. In a way, Jeremy's correct. Editing can be the most difficult part of any production to get right. It's also the most satisfying to get to grips with.

As a consequence though, watching Hot Shots is as good a place as any to pick up tips. Pay particular attention to the length of each production, the length of cuts, the continuity of the pictures and sound, and the use of special effects.

Each shot has a natural life time. Exceed this limit and the shot becomes boring. The knack lies in finding the point at which a shot starts being interesting and the point where the interest in the shot expires.

Just as Jeremy implies, editing is the most important part of a final production. It can also be the most difficult. It's the area where all the best shots and the best FX – both sound and graphics – are bolted together and shaped into a flowing narrative.

The inclusion of a jog shuttle on the *Hama A-Cut* makes it the only serious competitor to the *KRP Edit Plug* for editors on a budget.

The beauty of edit lists is that they can be cut and pasted like a word processor.



The *KRP* software is the most powerful software available on any system costing under £500. Just a pity it isn't the easiest to use.

The Amiga has played host to several Edit controllers which when used properly can significantly reduce the time it takes to produce a video. By definition, they allow the editor more time to be creative and experimental.

Last month in DTV we looked at all the camcorders on the market with edit terminals. These terminals allow them to be controlled externally by an appropriately equipped Amiga. There are certain ground rules and questions that should be asked by anyone preparing to buy an edit controller.

Do I want to use Timecode? The answer is a resounding yes. But first you have to find out if the source deck supports any proprietary timecodes other than the counter pulse – checkout the Timecode, Burning For Accuracy box.

The *Panasonic NVS-88* camcorder writes VITC timecode to tapes. The *Canon EX2-Hi* and Sony *TRV 3000* write RCTC to tapes.

Of the edit controllers currently on the Amiga market, only the *Videopilot* can read VITC. Whereas the *Edit Plug*, *Hama A-Cut*, and *Edit Mate* can all read RCTC. Linear Time Code is trickier. At the moment, only the *KRP TES* series and the *Videopilot* will read and write LTC.

How much do I have to spend? The overriding factor aiming to thwart your decision is that of budget. It has to be

Continued overleaf ➡





The biggest problem with the Videopilot Edit Decision List is that the numbers have to be entered using the mouse or the console.

balanced against the cost of software, hardware and the results you expect to achieve.

The best value and least expensive of the current crop of edit controllers is the *KRP Edit Plug*. It comes in two guises – the cheapest of the two can control two source decks and one recorder, it costs £125 and represents excellent value for money. For those of you who expect to make use of a video mixer, there is also a version of the *Edit Plug* which has a General Purpose Interface (GPI) attached. It costs £25 more but increases the versatility and expandability of your set up.

It's worth searching around for the Videopilot at a bargain price.

The *Videopilot* costs in excess of £1000 RRP. Look out for special offers around half that price.

More convenient and easier to use than the *Edit Plug* is the *Hama A-Cut*. It costs £189 and features a jog shuttle dial which allows the editor to control a compatible source deck (the *Panasonic HS-1000* and *Sony EV-S1000* for example) using the jog shuttle. Selecting where you want cuts to start and finish is as easy as pushing a button. Ultimately less versatile and expandable than the *Edit Plug*, it probably represents the easiest route into computer editing.

Next month we'll look at the price of putting some typical editing set-ups into practice. From basic assembly editing configurations to three machine set-ups that make creative use of a genlock. We'll cover a set-up for those on a tight budget and another for those with an aim toward starting their own business. See you then.

EDIT CONTROLLERS AND WHERE TO GET THEM

KRP Edit Plug and TES range. Tel: 0141 762 2510
Hama A-Cut. Tel: 01256 708110
Video Pilot: Ambervane. Tel: 01792 476076
Edit Mate: CamLink. Tel: 0181 543 3500

Timecode, Burning For Accuracy



The Edit Plug is the most versatile and least expensive three machine editor on the video market

A timecode clock like this is a must for accuracy.

There are four types of time code available with consumer equipment.

COUNTER PULSE: It is the counter pulse that keeps the video picture stable and synchronised. Unfortunately counter pulses can never be as accurate in editing as a proprietary time code because there's no way of differentiating between one pulse and the next. Counter pulse information is transmitted along the control line between the edit controller and the source machine. All of the edit controllers in this month's DTV can control source machines using the counter pulse.

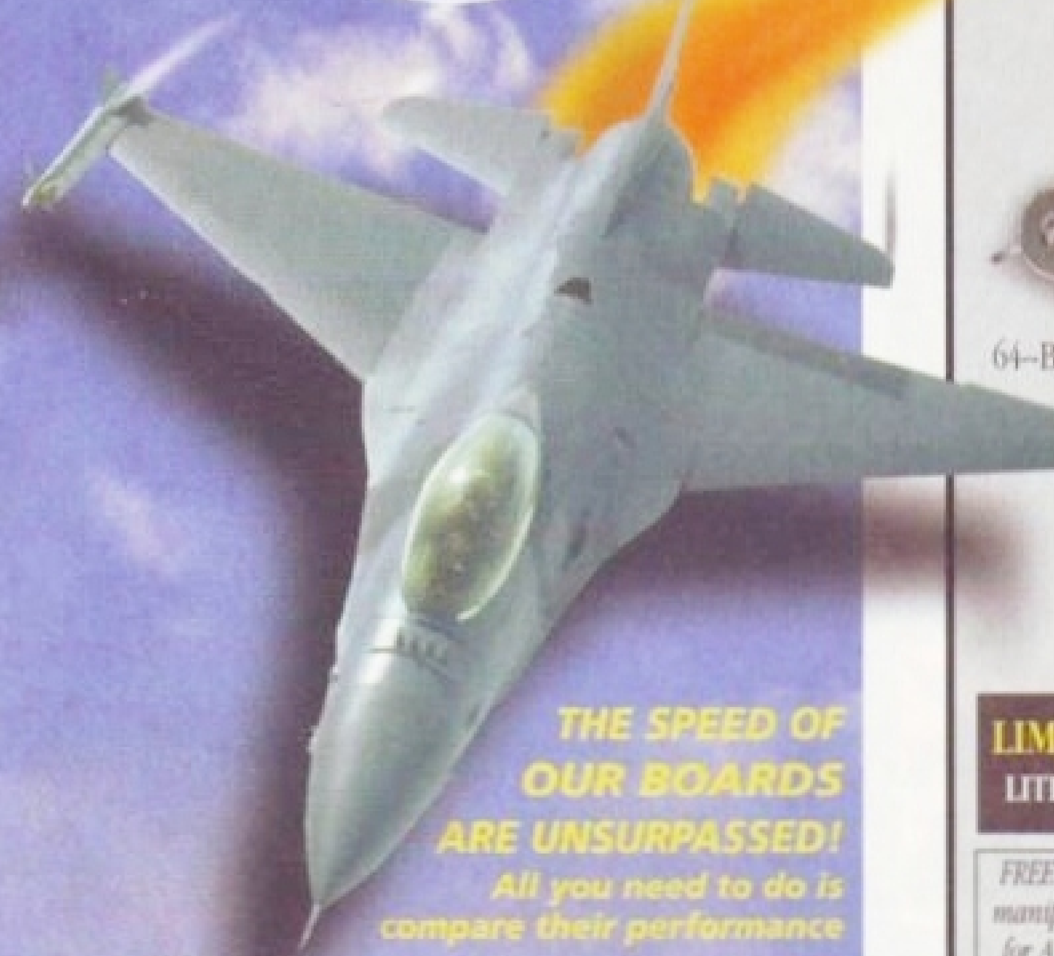
RCTC: Rewritable Consumer Time Code is a time code protocol developed by Sony for use with video decks such as the *EVS-9000* and camcorders such as the Canon *EX2 Hi* and the Sony *TR3000*. This time code can be written onto Hi-8 and 8mm tapes after the footage has been shot. It is a digital code which gives every frame of video a unique identifier. It is the only one of the codes here that can be read by the edit controller while in pause mode. The *KRP Edit Plug*, the *Hama A-Cut*, the *Videopilot*, and the *Edit Mate* can all read RCTC directly. The most convenient of the time codes outlined here.

VITC: Vertical Interval Time Code is embedded in the vertical blanking interval of the video picture. This requires the edit controller to have the picture pass through it so that the time code can be read. Although highly accurate when used with professional decks, VITC isn't usually reliable enough with consumer equipment. Only the Videopilot can read this type of timecode.

LTC: Longitudinal Time Code is an audio signal. It's recorded onto the mono linear track of a source deck. Also known as SMPTE (Society of Motion Picture and Television Engineers) or EBU (Engineering Broadcasters Union).
The *KRP TES* series of edit controllers and the Videopilot can not only read LTC they can write it as well. This is particularly powerful when experimenting with non-master tapes.

The World's FASTEST AMIGAS are on this page!





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System	MIPS
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Standard A1200	1.33
Standard A4000 '030	4.43
A1200 with 1220/4 '020	5.05
A1200 with 1230-IV, '030 & 4Mb	9.91
Standard A4000, '040	19.10
A1200 with 1260, '060 & 4Mb	37.40
A1500 /2000 with 2060, '060 & 4Mb	37.40
A4000 with Cyberstorm, '060 & 4Mb	39.85

Figures shown are in MIPS and taken from comparative performance tests using SysInfo standards (1230-IV, 1260, 2060 and Cyberstorm ratings use 60 Nanosecond SIMMs).

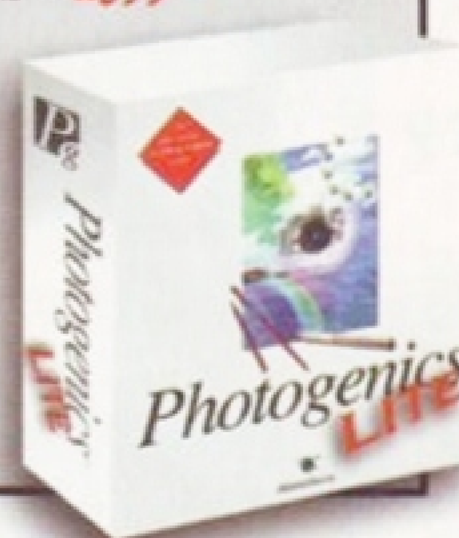
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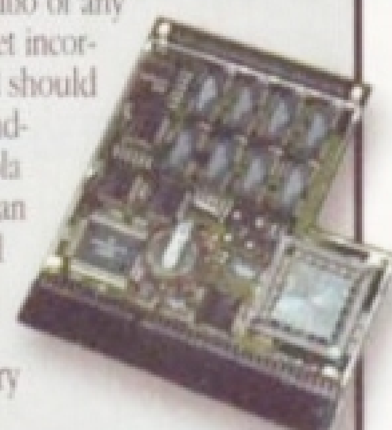
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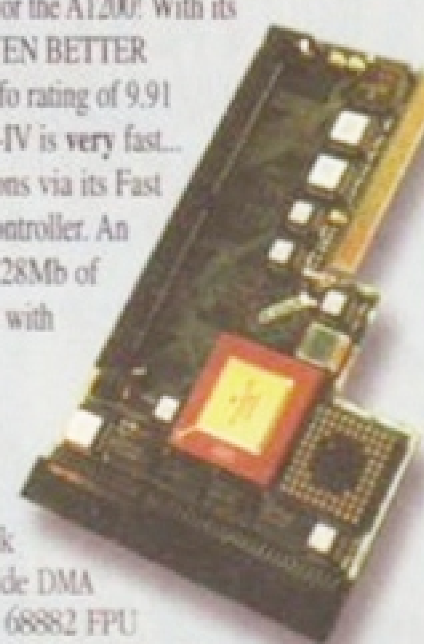
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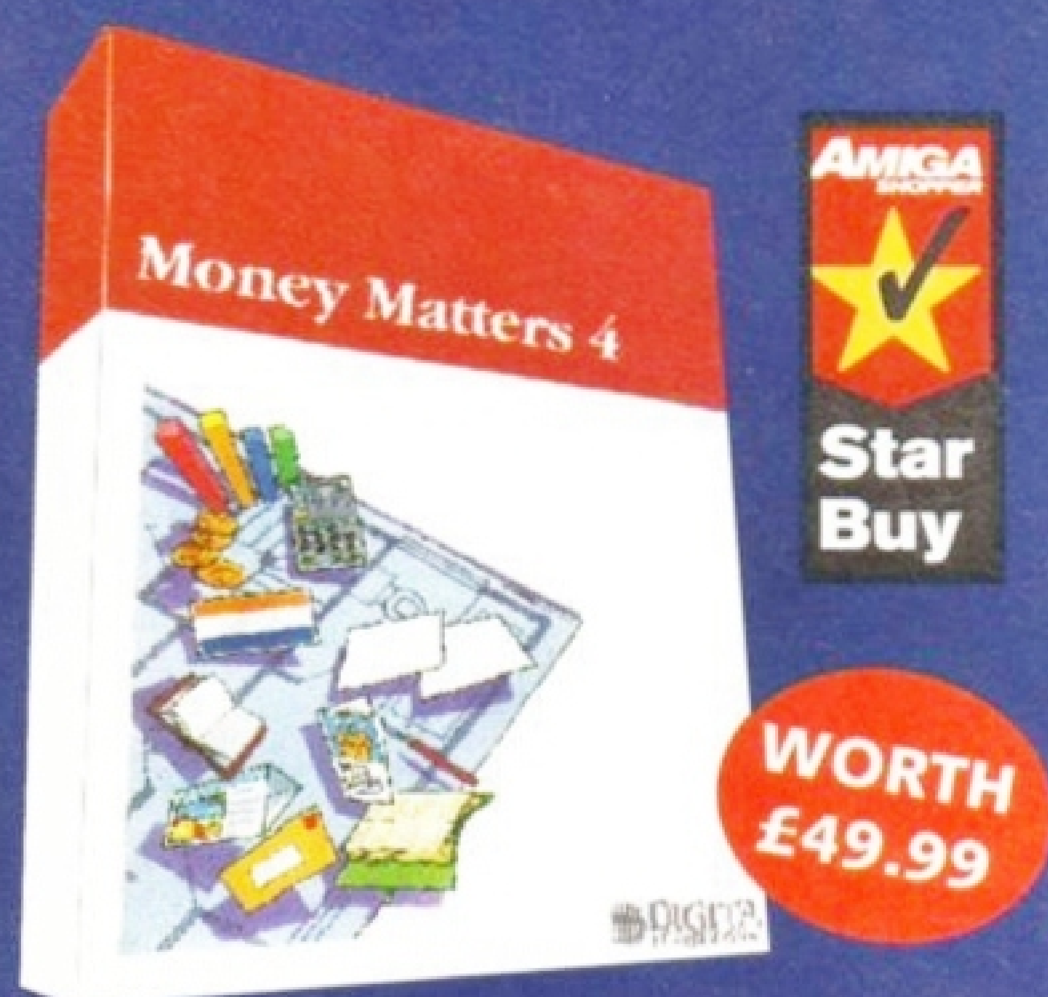


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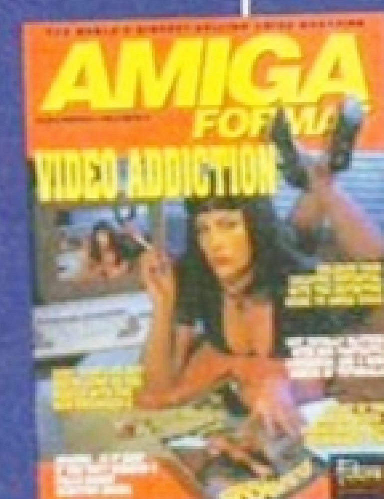
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Communicator III

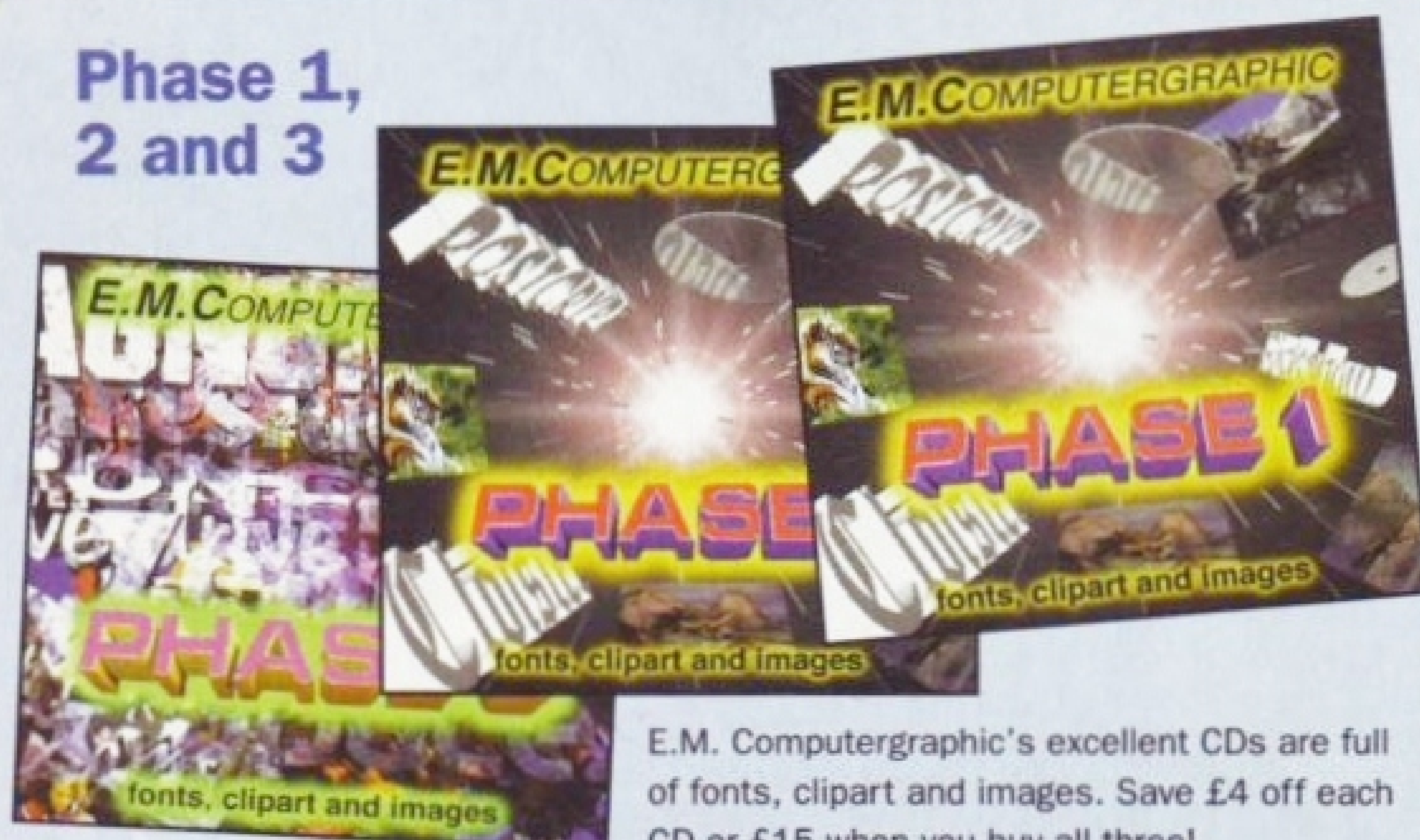


If you have a CD^{32} and an Amiga with *Communicator*, you can use your CD^{32} as a CD-ROM – and it brings many new features, including *AGA Viewer* (view CD pictures and animations in 16.7 million colours), *Virtual CD* (select which menu the CD boots with) and more. Comes with software and leads to connect to the serial port.

Communicator needs at least 1Mb Chip RAM and Kickstart 2 or 3.

Description	Communicator III		
Order code	AMF505	AF Price	£69.99

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Order code	AF/PH/1, 2 OR 3	AF Price	£21.99
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Gloom



Top of the A1200 chart for a long time and given a well-deserved *Format* Gold, *Gloom* is an excellent, atmospheric and darned frightening shoot-'em-up. There's levels, maps, mazes and secret rooms aplenty, and to spice things up you get to blast your way through ghoulies, devils, general nasties, weapons, blood and gore. This is the Doom-clone the Amiga has been waiting for. You don't want to miss this one. Get it today!

NEW!

Description	Gloom		
Order code	GH/GM	AF Price	£15.99

Super Skidmarks



An *Amiga Format* Gold with 92% in issue 71, *Super Skidmarks* was described as "the best driving game in its class ever seen on the Amiga". This is a racing game that's all about control, skill, timing, confidence, aggression, instinct and ability. Add it to your collection now!

NEW!

Description	Super Skidmarks		
Order code	AF/SS	AF Price	£15.99

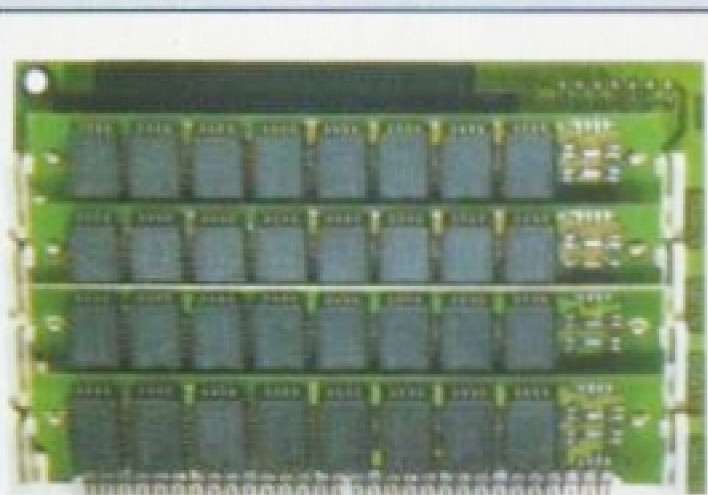
Turbotech Clock Cartridge



Your Amiga will always know what day it is with this handy device which sets the correct time and date. The *Turbotech Clock Cartridge* simply fits into the disk drive port (or on the back of your second drive). Comes complete with software. Save £2 off the recommended retail price.

Description	Turbotech Clock Cartridge		
Order code	AMFCLO	AF Price	£17.99

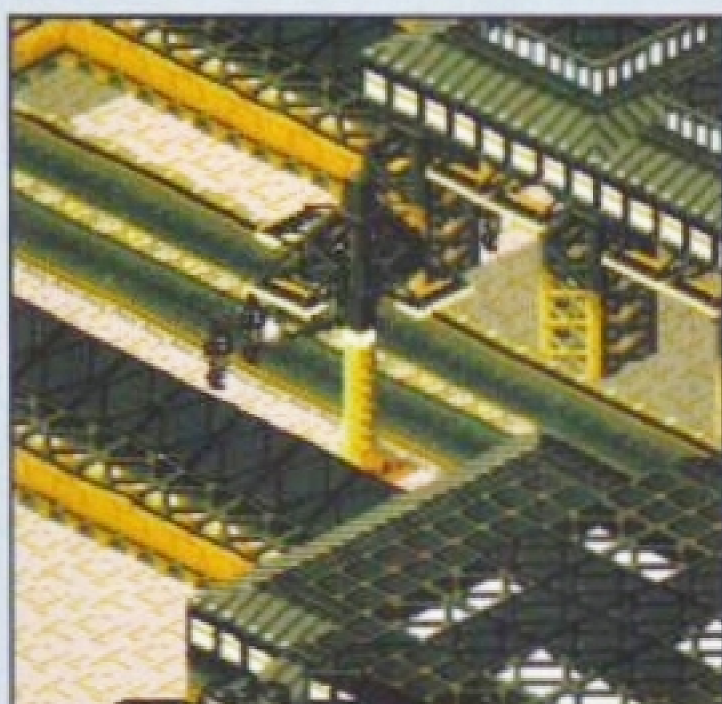
A500+ and A600 1Mb RAM Upgrades


A600 version shown

If you have less than 2Mb RAM, you are at a serious disadvantage, so why not take the opportunity to upgrade at this low price. These boards for the A500+ and A600 plug into the Amiga's trapdoor connector. Built to the highest standards, they are fully guaranteed for a year.

Description	A600/A500+ 1Mb RAM Upgrades		
A600 code	AF6H1M	AF Price	£29.99
A500+ code	AF5P1M	AF Price	£29.99

Syndicate American Revolt Missions

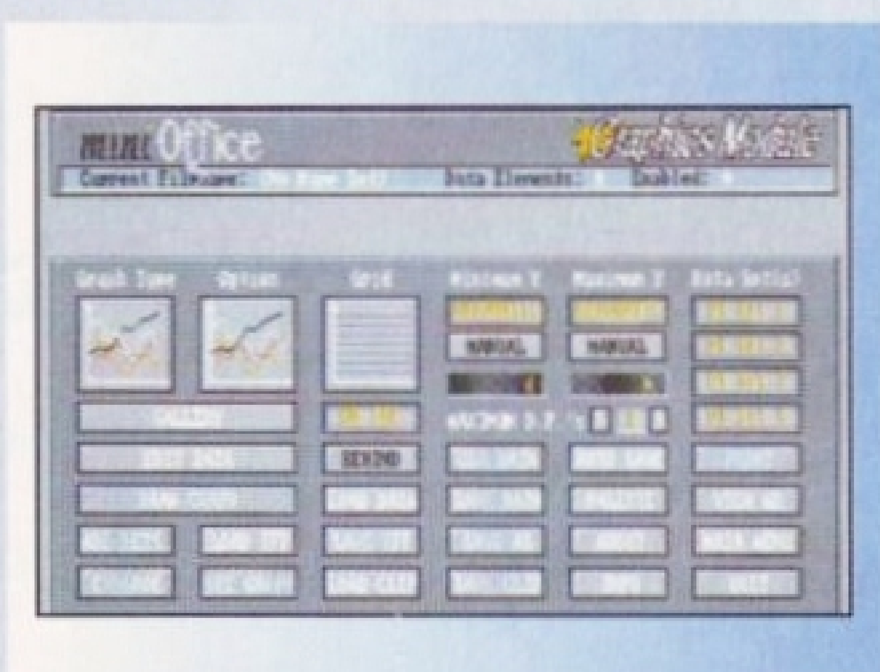


If you thought the original *Syndicate* (91%, *AF49*) was tough, the *American Revolt Missions Disk* will test your skills to the absolute limit in a series of 21 fiendishly difficult missions.

You can't buy this exclusive disk in the shops or from any other magazine, but you need a copy of the original four-disk game to use the *Missions* Disk.

Description	Syndicate Missions Disk		
Order code	AMFDSD	AF Price	£12.99

Mini Office



A collection of database, spreadsheet, graphics and word processor programs from Europress that you shouldn't be without. It can be especially useful if you are planning on setting up, or already have a small business.

NEW!

Description	Mini Office		
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Mouse 'n' Mat

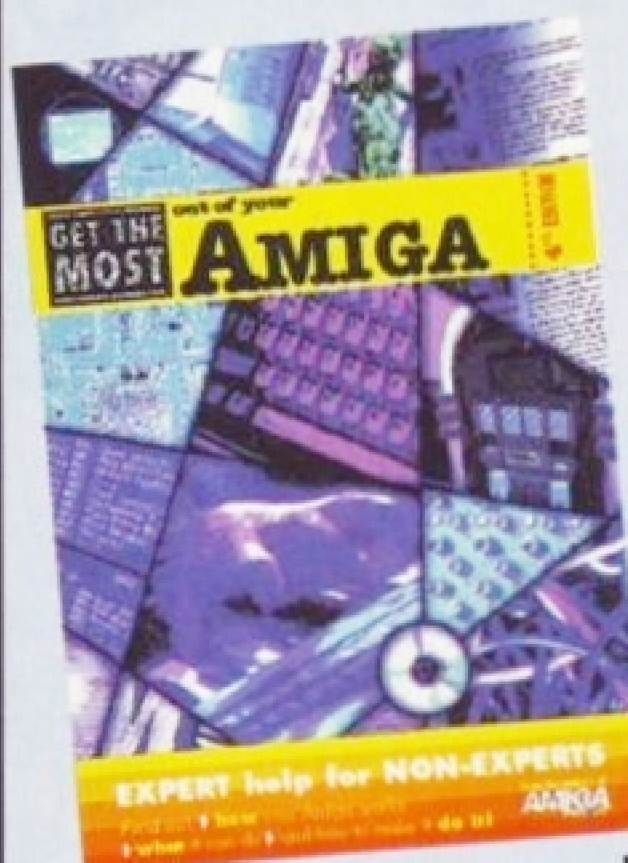


At last! A quality replacement mouse at a bargain price, complete with mouse mat. The 260dpi resolution mouse is 100 per cent Amiga- (and Atari ST-) compatible and both buttons are fully micro-switched for maximum reliability and performance. The tastefully-coloured neoprene mouse mat, essential for keeping your mouse free of dust and dirt, is 5mm thick and has a non-slip backing surface.

Description	Mouse 'n' Mat		
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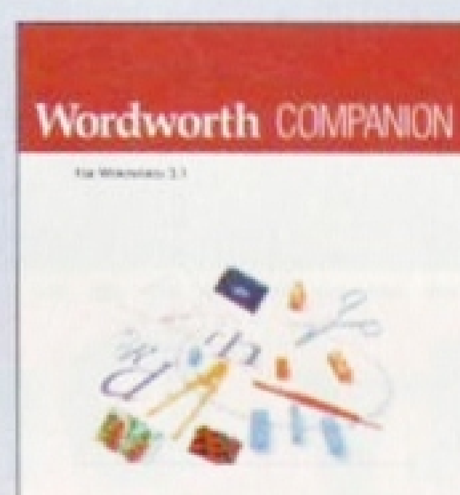
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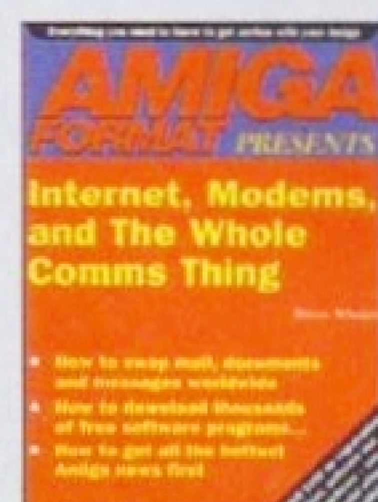
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Wordworth Companion

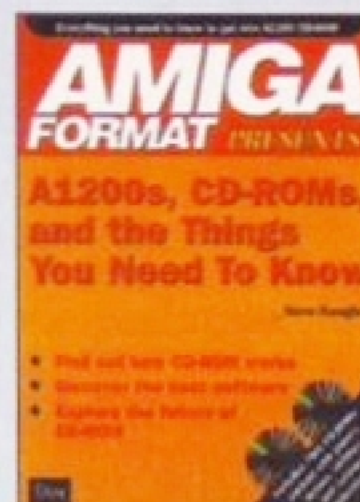


This guide was written with the full support of Digita International. It contains in-depth explanations of every aspect of the software and includes a bonus disk packed with fonts and clip art.

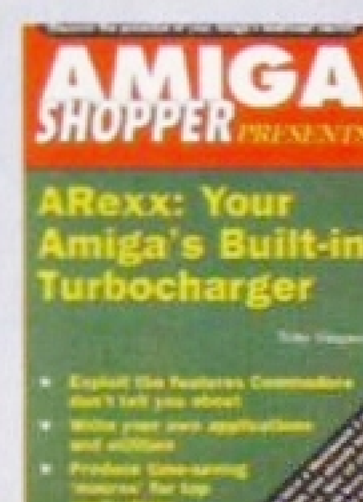
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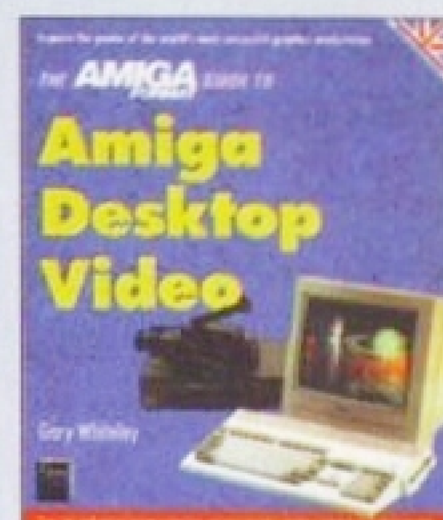
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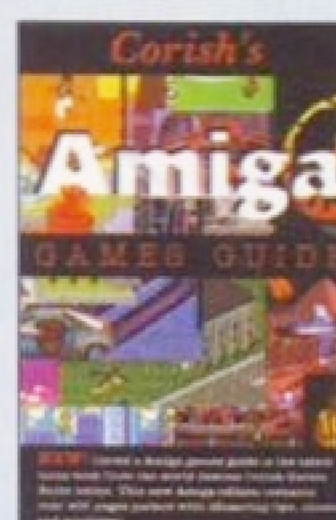
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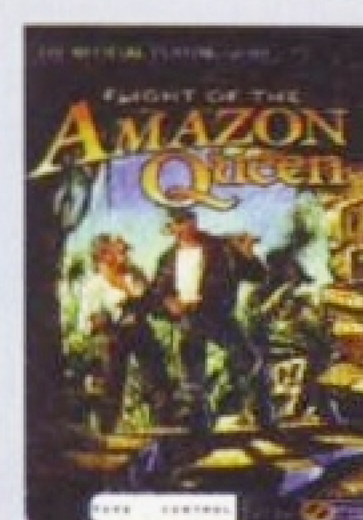
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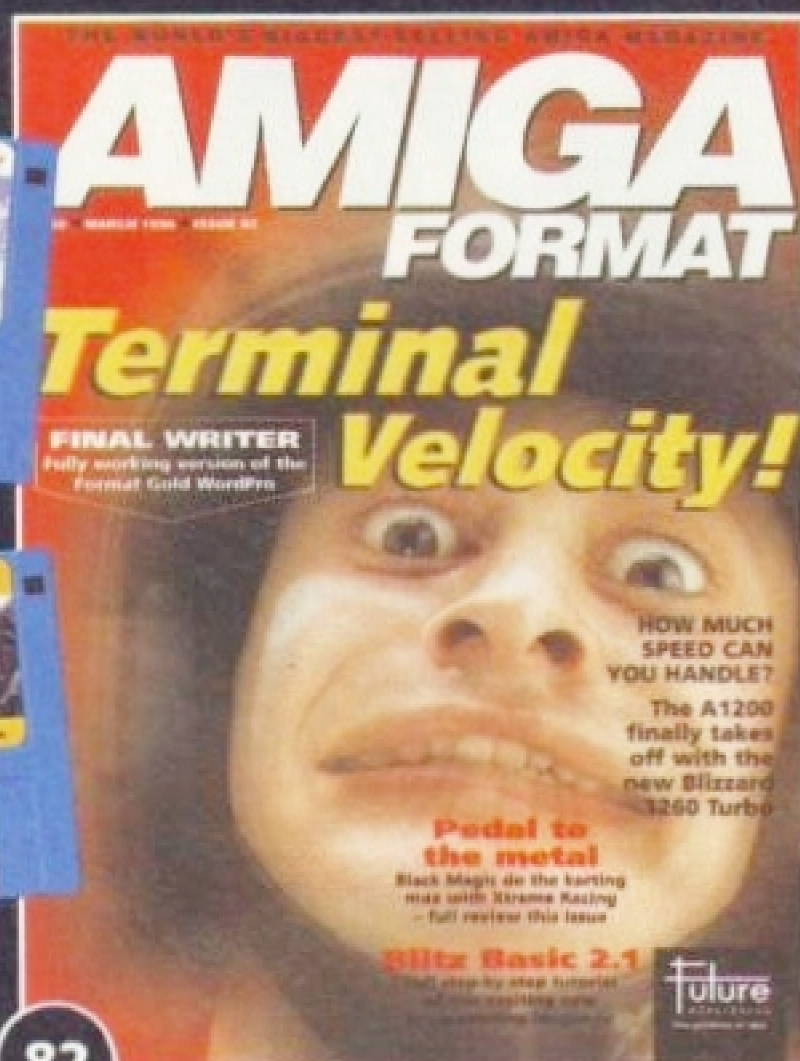
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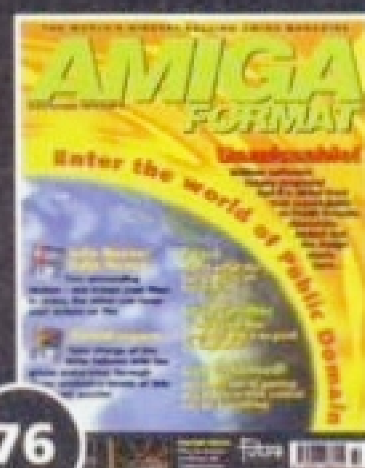
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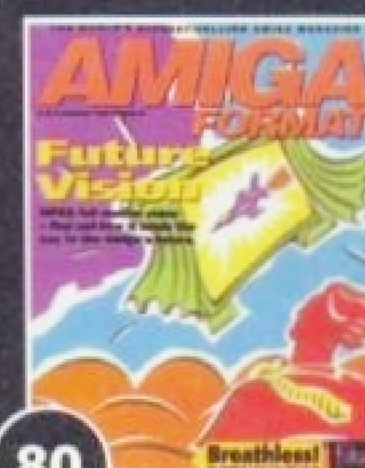
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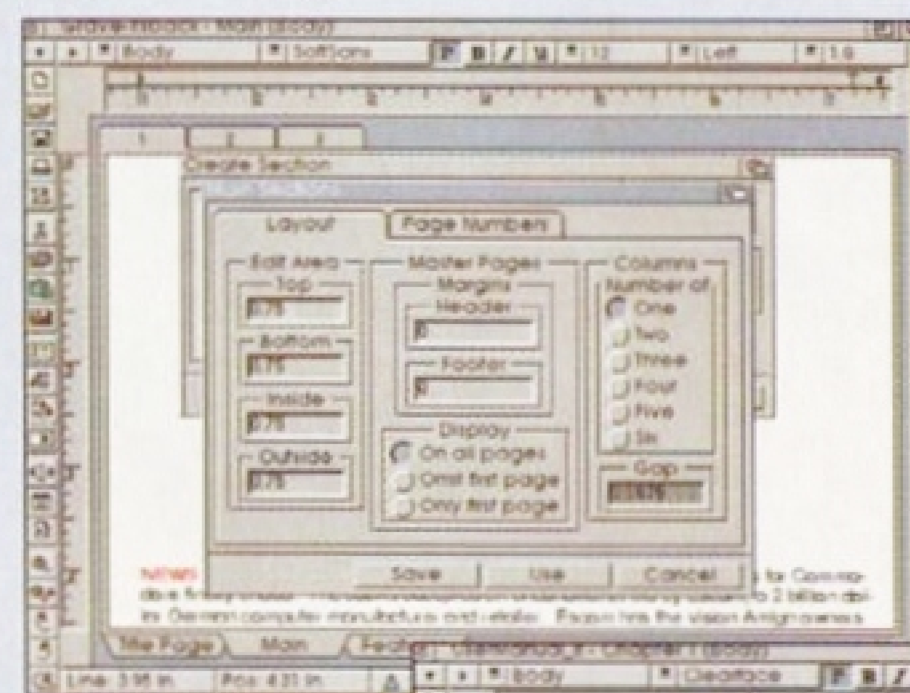


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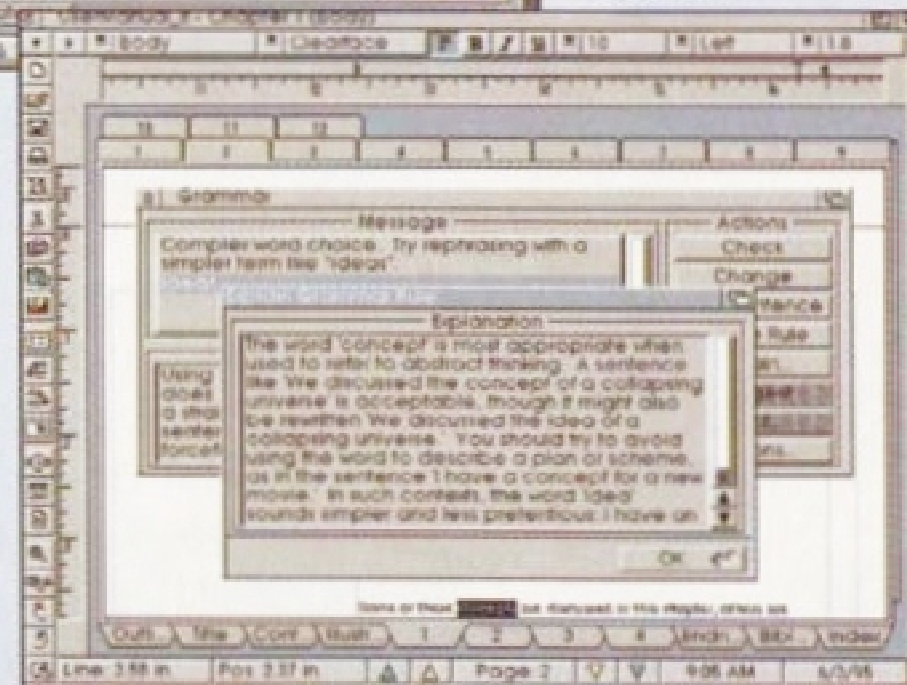


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Final Writer Masterclass

TUTORIAL PART 2

In the second part of this masterclass, Nick Veitch gets even more masterful and explains just how useful master pages are.

The last Final Writer tutorial (*AF*82) looked at text styles and how to apply them to your own text to make creating documents easier. In a way, we are doing the same thing this month, but this time with the pages of the document.

A master page is a template upon which all the pages of the document are based. Whatever appears on the master page will also appear on any other page in the document. If you are setting up a large document with many sections, you would probably design a master page for each section.

In essence, the master page is the same as any other page. You can type in text, load graphics, insert special functions – but really you are building a frame for your entire document.

The elements of the master page should be useful, but not distract from the contents of the page. Things like page numbers and section guides are a good idea, to help readers navigate through a large document.

To begin editing the master page, simply choose "Edit master page" from the View menu or click on the gadget from the tool bar or palette.



Click on this gadget to edit the right hand Master Page.

A top heading for your page is de riguer as far as I'm concerned – otherwise how are people going to know what they are supposed to be doing? This is probably one of the most straightforward things to add to the master page.

It is easiest to position this item as a text object, rather than editing the header and footer margins of the page. Simply type the text you want into the normal text box and then select it (by clicking and dragging or just multiple clicking on the text). Now select the Text Object gadget from the tool pallete. the text will now magically appear in a small box all of its own. You can position this anywhere you like on the page and resize it to your hearts desire. If you want to change the text, style or colour, double click on the box and a small window will pop up, allowing you to make adjustments.

In this sample document, text objects were also used for the index sidebars.

Mastering

Introduction

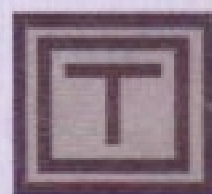
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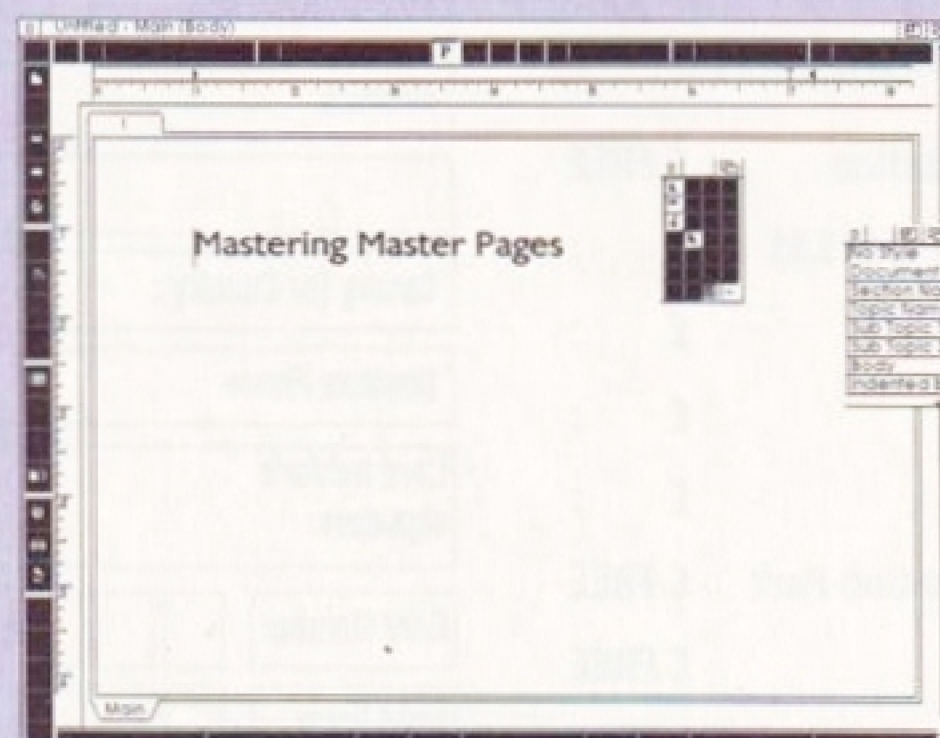
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going to keep repeating



The Text Box gadget turns text into a scalable object.

FONT PROBLEMS

A few people have encountered problems using Workbench Compugraphic fonts with *Final Writer*. As we stated in the last installment, this is a far from ideal situation, but they will work. Unfortunately, older versions of the fonts (such as those supplied with Workbench 2) are incompatible, and many PD fonts are incorrectly formed and will not work either.

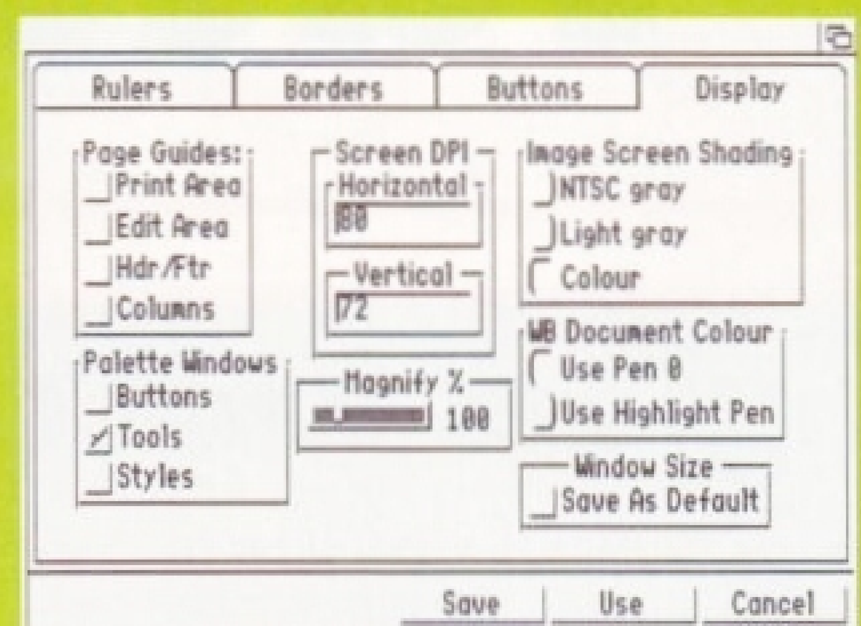


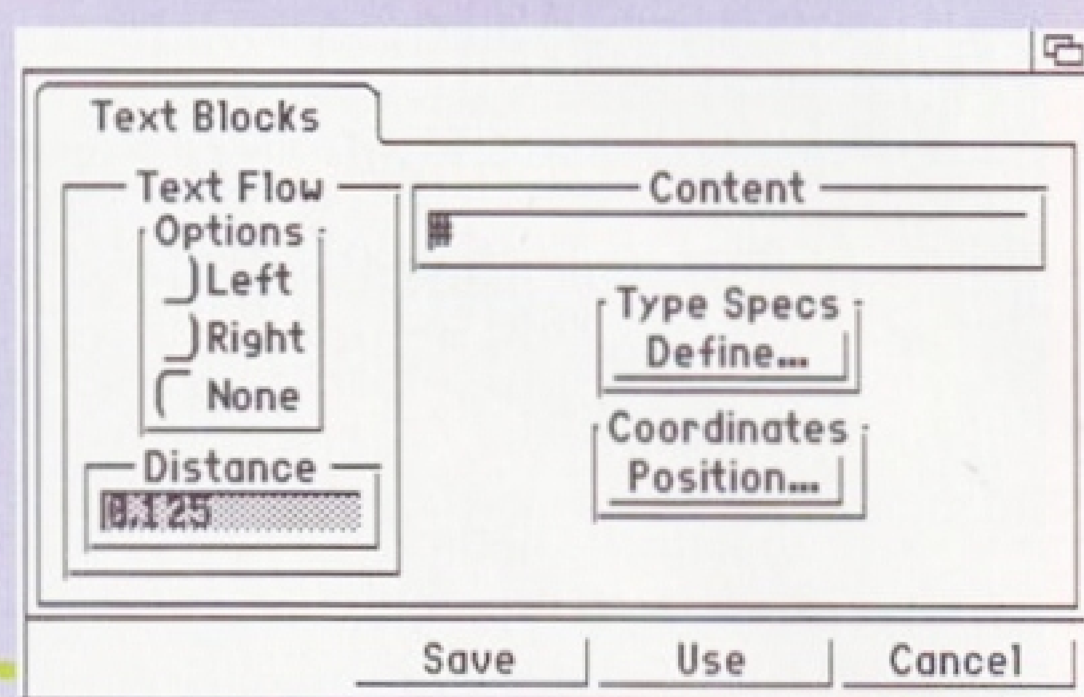
An uninspiring start, but by turning this into a text object we can start doing some master page magic.

SEE P98 TO OBTAIN A COPY OF AF ISSUE 82 WITH IT'S EXCELLENT FINAL WRITER COVERDISK

USING THE TOOL PALETTE

On some occasions it is useful to access the Tools from the tool palette, instead of trying to find everything in the menus. The tool palette can be turned on (it is off by default) by choosing Preferences from the View menu. Under the Main subheading, you will find the gadgets for turning on and off various palettes. I recommend that for this tutorial, you turn on the Tool palette.





Text boxes can be changed in a similar way to graphic objects. Double clicking on them will bring up this requester.

aster Pages

Introduction

Get Going!

Menu Items

Sections

Appendices

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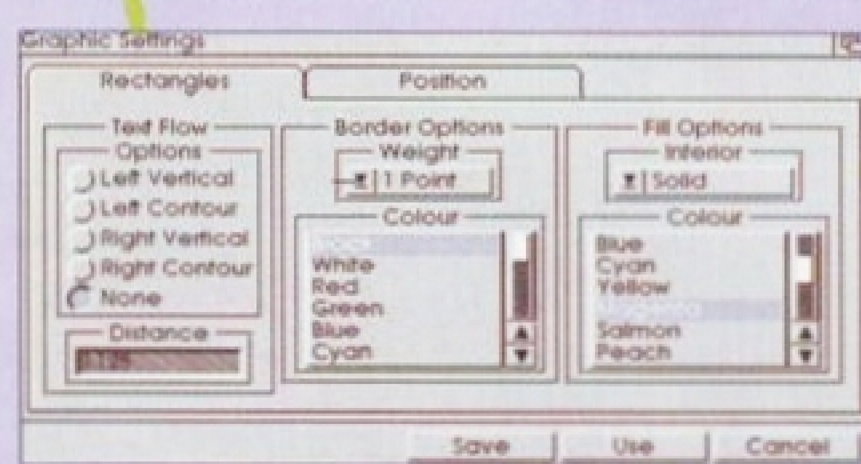
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-Page 2-

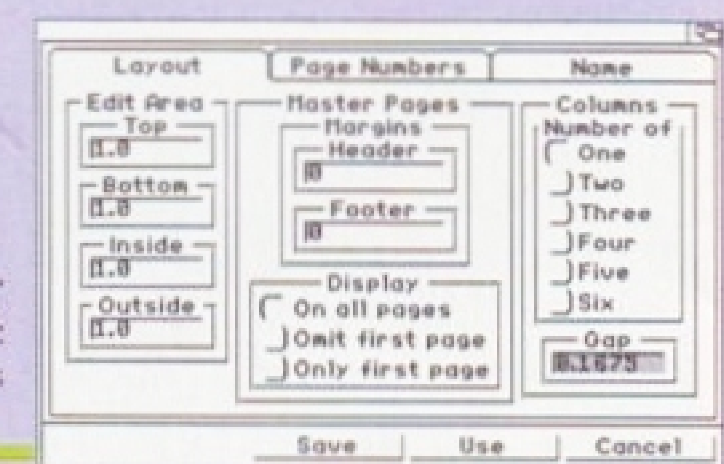
The side index things here are created in two stages. The first stage is to simply create some solid graphic boxes. create one box using the filled box tool from the palette. It is a good idea to work out the size you need by calculating the space down the side and dividing it by the number of sections you will have. You can now double click on the box and set the exact measurements in the requester which appears.

When you have one correct box, duplicate it, and place it exactly underneath the first (again, the position can be entered directly by double-clicking on the box and entering the correct values. This is also where you can select the colour of the box). I have coloured the remaining boxes yellow, so when printed out on a mono printer, they will be a very light grey.

To overlay the text on the boxes, simply type in the text, select it and create a text object (see explanation for the page header). The text was then rotated through 90 degrees using the menu option Graphics>Rotate tool. You can obviously rotate the text to any angle you want, but a right angle is more conventional for this sort of thing. The final touch is to double-click on the box and change the text colour to white so that it can be read out of the black (and to a certain extent, grey) boxes.



Double clicking on a graphics object will bring up this window, allowing you to enter positional and colour data.



Adjust Header and footer values in the Layout preferences

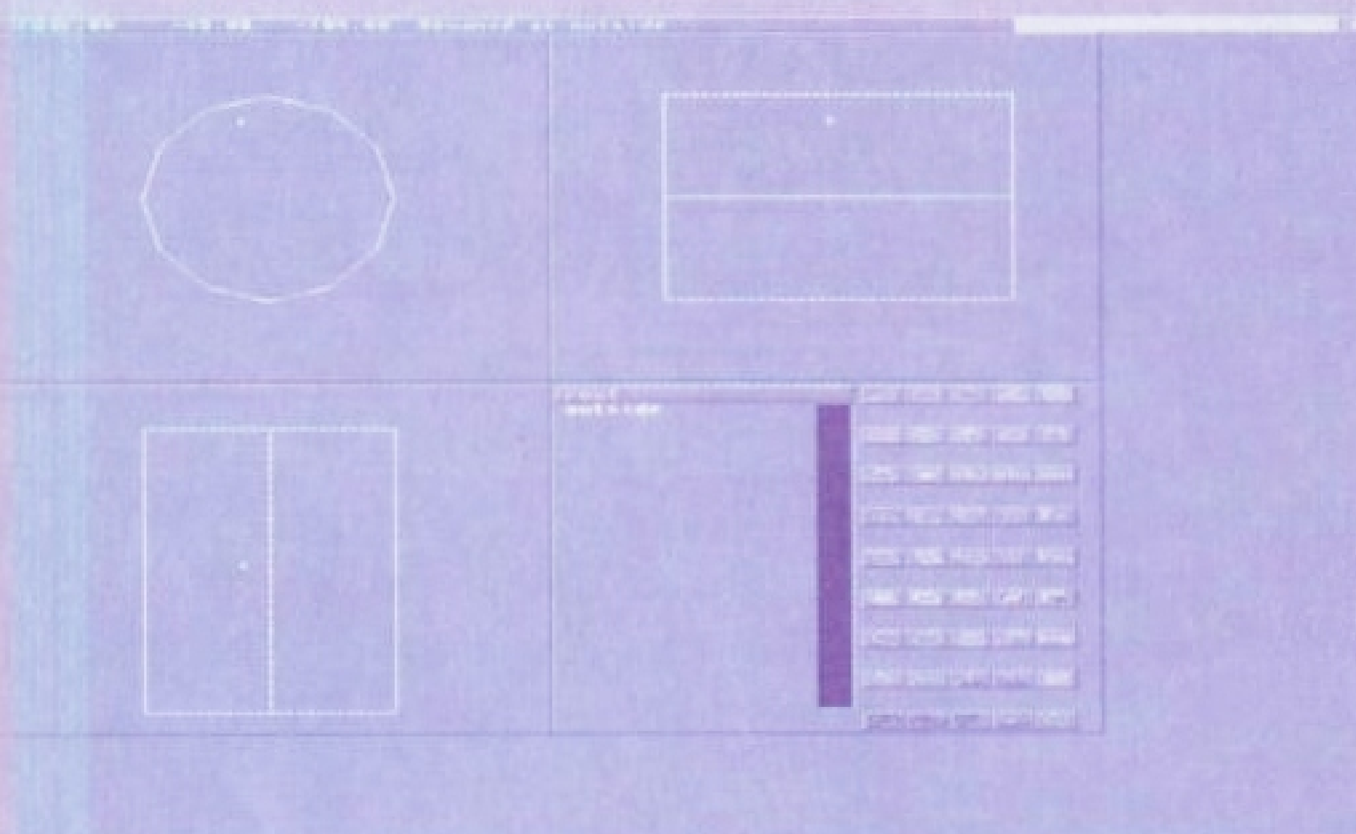
To number all your pages, you can include a special page number function on the master page. Chose Insert Item > Page Number from the menu, and a # symbol will appear. You cannot put this in a text object (as it will just appear as a hash symbol) so it must remain in the main text area.

To avoid the page number being obscured by text on the main page, edit the header and footer margins in the layout preferences, to leave enough space for the page number.

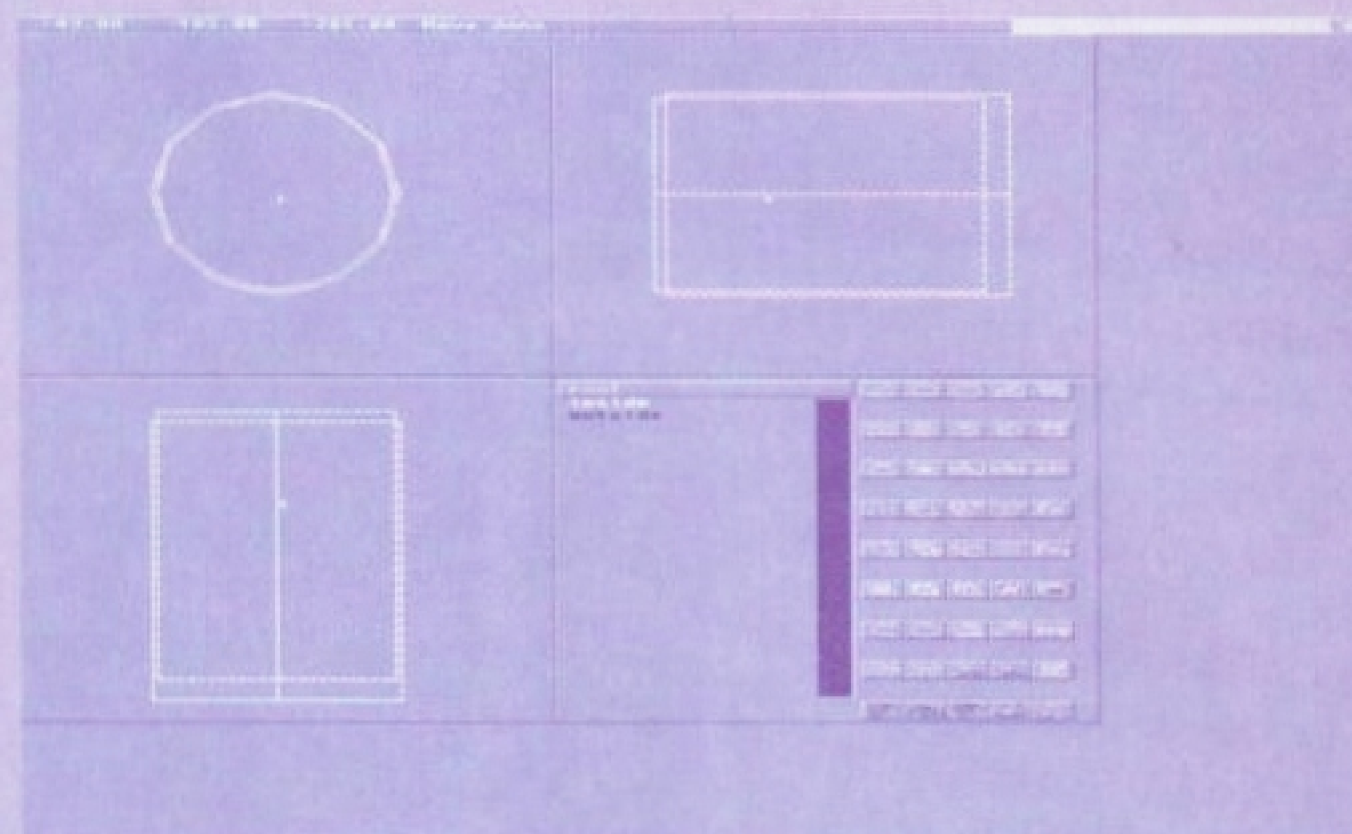
Real 3D Tutorial

Creating a hollow glass and contents

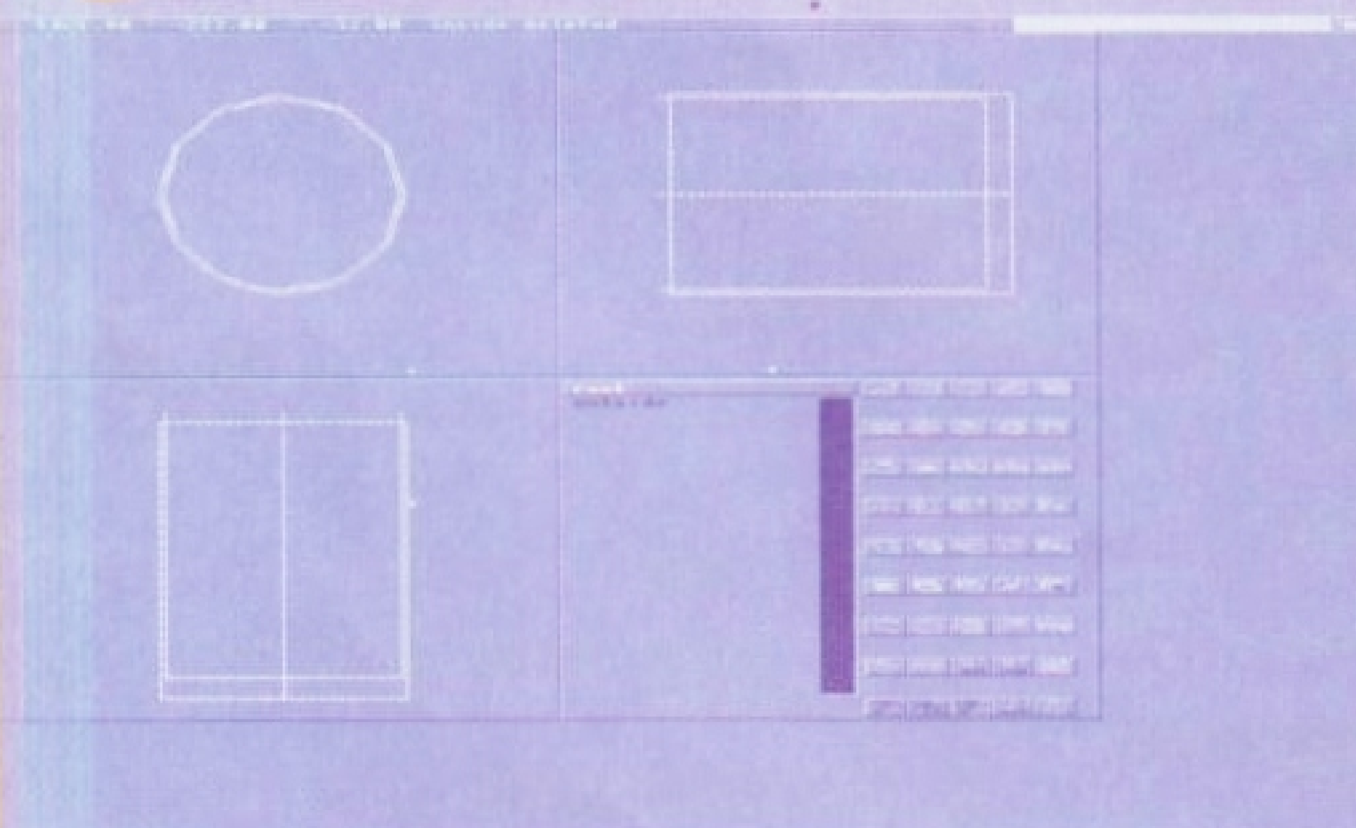
Many of the Real 3D demo pictures you may have seen show various pieces of glassware. This is mainly because Real 3D is excellent at modelling the optical properties of glass. Making your own image can be a little tricky, so let's look at an example step-by-step. We'll create a simple tumbler, but you'll be able to adapt the technique to create wine glasses, lava lamps or anything.



1 Create a cylinder, and change the name to OUTSIDE to help stop you from getting confused. By default the cylinder is solid, which isn't much use as we want to make a hollow shape to hold liquid.



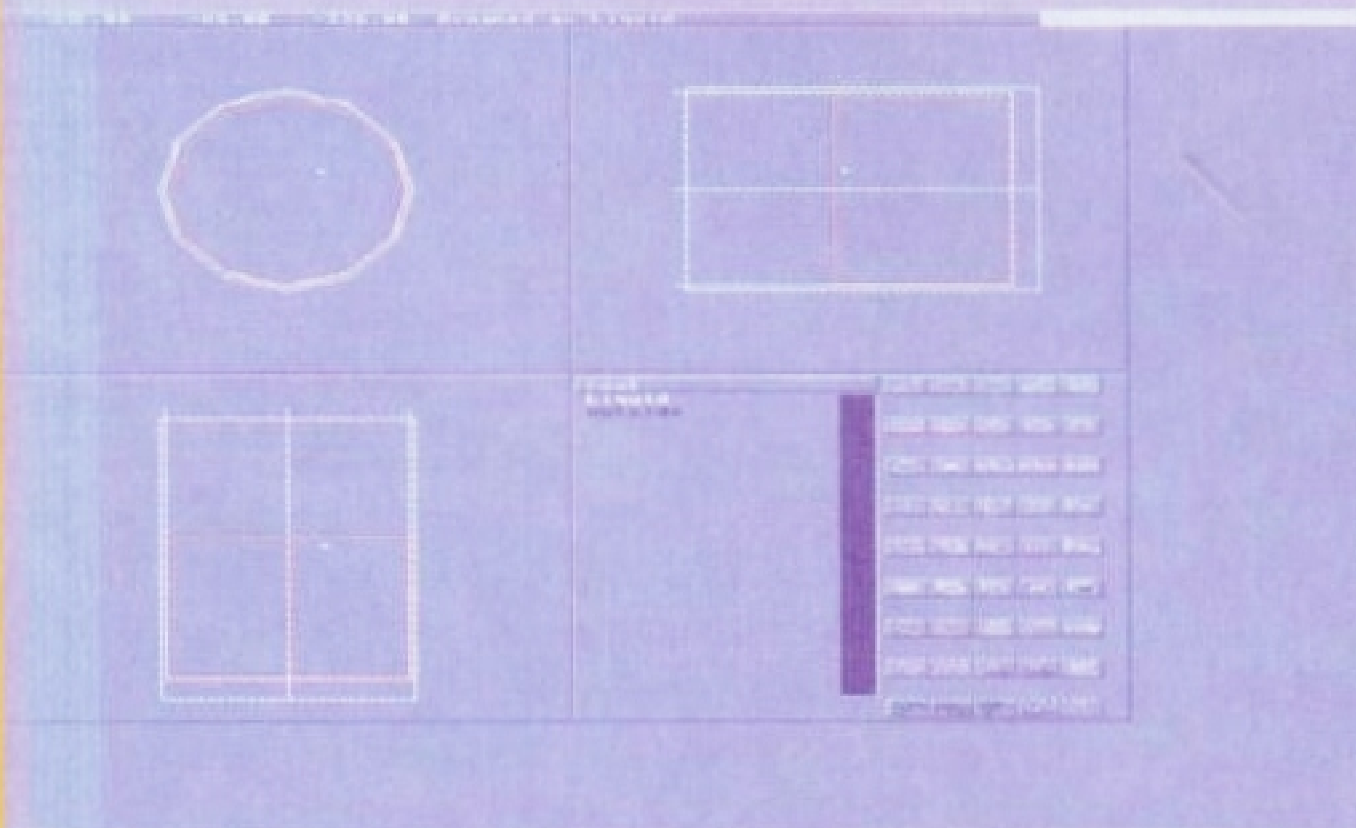
2 Copy the cylinder and change the name to INSIDE. Again, this is a solid cylinder. Use the Sizing tool to make it ever so slightly smaller, and then Move the object up so that it peeks out of the top of the OUTSIDE cylinder.



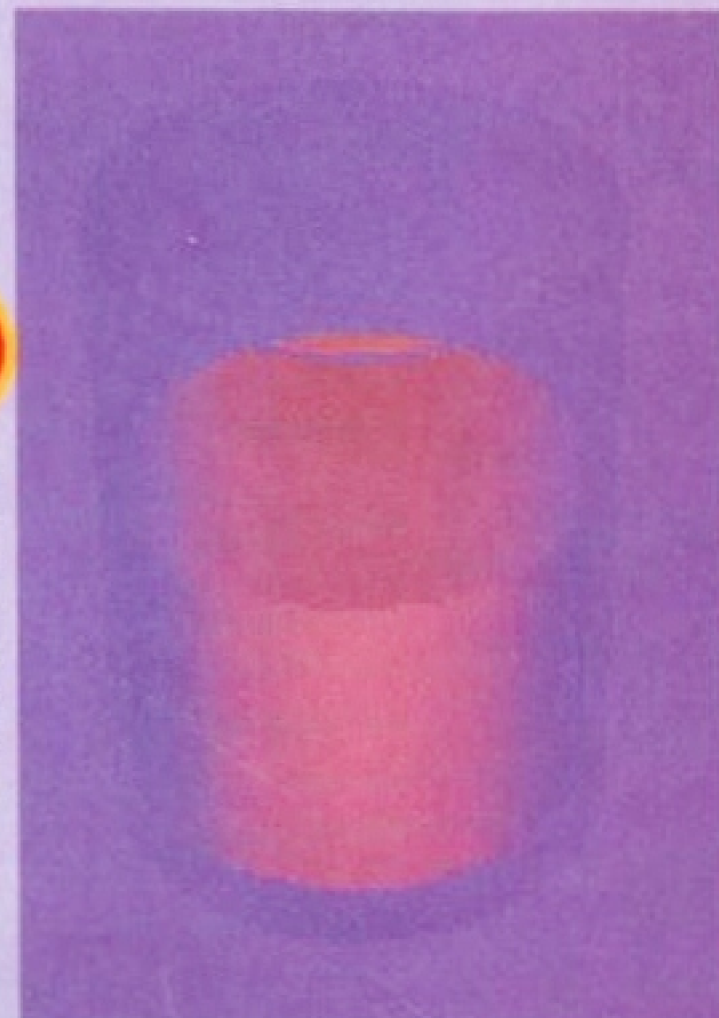
3 Make sure the INSIDE object is selected, then select Operations/AND NOT from the Modify menu. All going well, nothing will have changed. However, now you can delete the INSIDE object. Notice anything odd? The object still appears to be present – now press Right-Amiga and ! and you'll see something odder still...



4 The INSIDE object has been used as a tool to hollow out the OUTSIDE object. Real 3D doesn't totally redraw the new shape, but has a stab at it. You'll need to render it in LAMPLESS mode to see what has happened. It doesn't look very exciting with this lighting level, but stick with it.



5 Let's add something. Firstly, make sure the default materials have been loaded. Select the OUTSIDE image, and make the material Glass. This makes our tumbler transparent. Now create another cylinder, and place it inside the glass. Alter the colour.



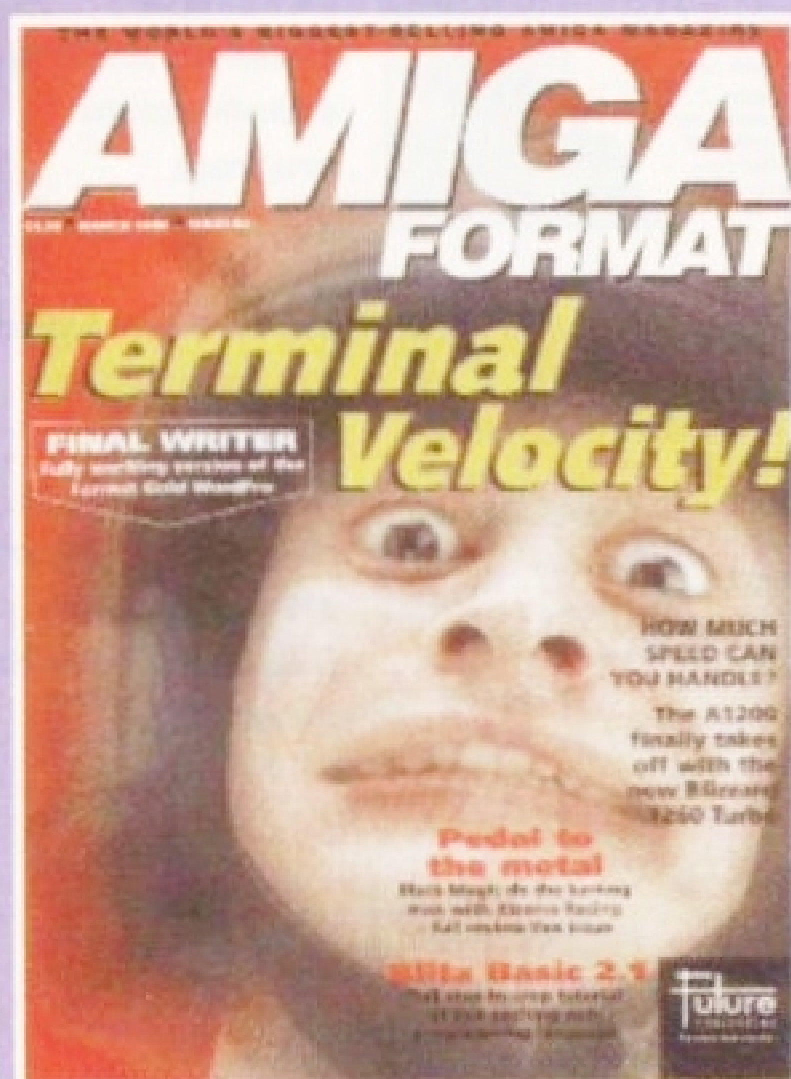
6 When you render this object, you'll notice two things. First of all, rendering time has increased a heck of a lot! This is because calculating all the extra transparency effects takes a lot of time. Secondly, you'll notice that your glass is clear and you can see the liquid inside. You may want to experiment with finding a suitable material for the liquid – the default tends to look a little like blood (yuck).

part 7

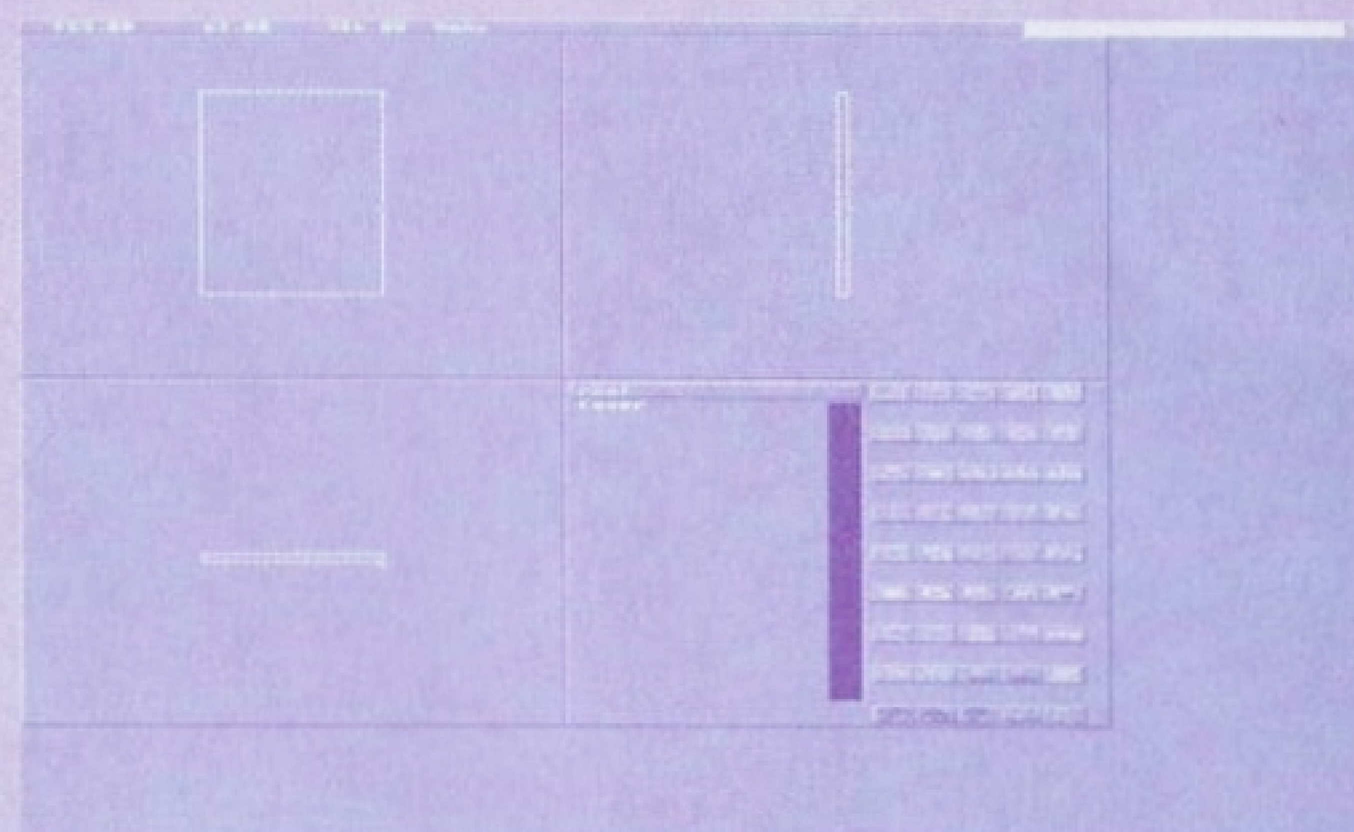
More hints and tips for creating objects with Real 3D, courtesy of the very three dimensional John Kennedy

Creating a magazine

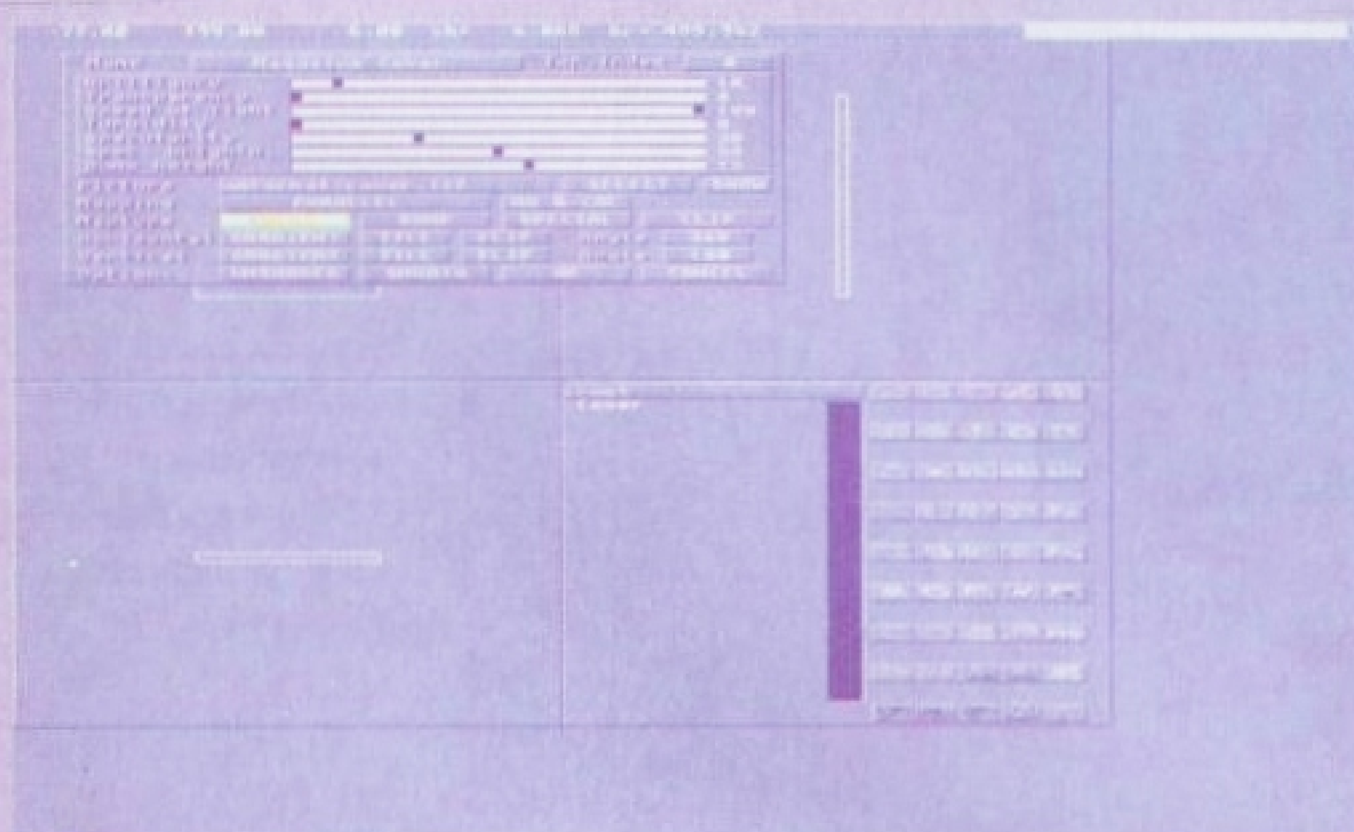
A magazine or book is very easy to create in Real 3D because you can load in the cover as a scanned image: that is, assuming you have a scanner or digitiser. If not you'll either have to scour CD-ROMS or PD libraries for suitable images, or load up a paint program and give it a bash yourself. The technique can be adapted to include photographs or paintings which always add realism to a room scene. Of course there is nothing to stop you using a previously rendered scene as your starting image.



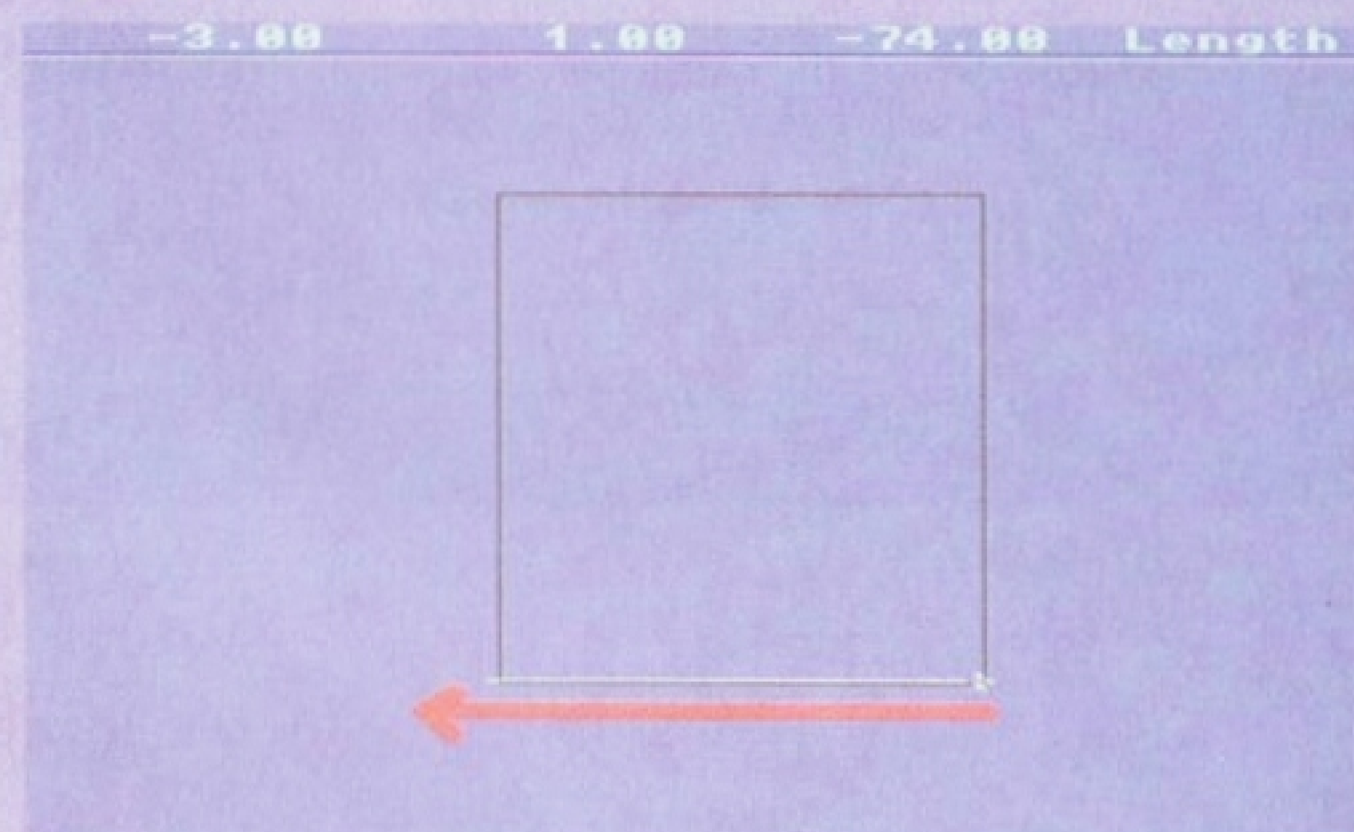
1 Scan in (or draw) your cover image. The more colours you can manage the better, but the resolution isn't quite so important – there is no point scanning a cover to 1024 by 1024 if your finished render will be 320 by 256.



2 Create an object in Real 3D. You can use a total two dimensional (flat) rectangle for a painting, but if you want to give your book or magazine depth, use a cube. Size it to as close to the right dimensions as possible.



3 Create a new material, and use the scanned image as the mapping. Stick to "Parallel", but play with the other settings if you want your magazine to look extra glossy or dull. The "Smooth" gadget gives a better finish, and selecting "Unshaded" is good for backdrop images.



4 Assign the object to have this material. Make sure to adjust the mapping (press v) and drag the line along the bottom edge from right to left. Try dragging the line elsewhere in the shape and see what happens.





5 Render the image in LAMPLESS to see that you have the mapping assigned correctly. For ultra-realism, you can create the magazine from a selection of flat rectangles – one for the front cover, one for the back and four for the edges.

Back to Basic

Continuing his series of *Blitz Basic* tutorials, John Kennedy explains how an Amiga program works and invites you to learn how to create your very own Web pages.



To make this Blitz tutorial a little more interesting, let's try to make a real program over the next few months. I'm sure you've heard of the World Wide Web, so let's start to write a program which can display Web pages on the Amiga.

Before we can get stuck into the HTML though, we need to know a little about how an Amiga program works. A program written in Blitz, or in fact any Amiga programming language, usually follows the same pattern:

1. Open a screen display
2. Open a window display on the screen
3. Perform actions
4. Shut down the window
5. Shut down the screen

SCREEN DISPLAY

The screen display is all-important, as it is the screen which determines the resolution of the display (the number of pixels wide and high) and the depth of the display (the number of colours it can display at one time). The screen can also be in a number of different modes: LoRes, HiRes, interlaced, super HiRes and so on. These modes effect the appearance of the display: remember, although a low resolution display is normally 320 pixels across, there is no reason why it can't actually be 640 pixels across with only 320 pixels showing at a time.

Once the screen is opened, a Window is usually placed in it. Windows are at the core of the Amiga's user interface. Programs, messages and requesters appear in Windows, and each can operate individually. When you click on a gadget inside a Window, the program running there receives the instruction. The operating system knows which Window to send the instructions to, even if there are multiple programs running at once. Sometimes a program will open a Window on its own screen, sometimes it will make use of the Workbench display. If a program opens on the Workbench it is obviously limited to the settings of the Workbench screen and is unable to pick size, depth and mode for itself.

SCREEN TEST

Let's start by writing a program which will open a screen display, then open a window. It's also vital to know how to close them again – because if you don't do it, no-one else will. Each screen created consumes memory and if you are not careful you'll soon run out.

Creating a screen is achieved with the Blitz command SCREEN, and there are two versions. The first is shown on Table 1.

Here are some examples:

SCREEN 0,5, **"My first screen"**
Open a 32 colour low resolution screen (320 by 256) entitled "My first screen"

SCREEN 0,28
Open a 16 colour high resolution (640 pixels across) interlaced screen (512 lines high) with no title.

If you want to write a program to test these examples, base it on something like this **(See Tutorial List A).** The mousewait keeps the screen open so you can see it (click the mouse to close) and the CloseScreen stops us building up a large collection of empty screens.

This version of Screen is useful for creating a standard screen with no messages. Sometimes however, you require a little more control over how a screen is created. Table 2 shows what the second version of the screen command looks like:

Some more examples:

SCREEN 0,0,0,320,256,5,0, **"More screens"**,1,0
Open a low resolution 32 colour screen in the left hand corner of the display, 320 pixels across, 256 pixels down. A title is given and normal pens are used.

SCREEN 0,0,100,640,256,2,$8000, **"Hires",1,0**
Opens a 4 colour high resolution screen of 640 pixels across, starting 100 lines down the screen.

Continued overleaf ➡

SCREEN *Screen number, Mode, [Title].*

Screen number	Each screen is given a number so you can tell them apart.	
Mode	The number of bitplanes, which is a measure of the number of colours possible.	
	bitplanes	colours
	1	2
	2	4
	3	8
	4	16
	5	32
	6	64
	Add 8 to the mode for HiRes mode. (Only valid for bitplanes 1 to 4) Add 16 to mode for interlaced mode.	
Title	Allows you to give the screen a title. This part is put in square brackets to indicate that it is optional – you don't have to have a title if you don't want one.	

Table 1: Creating a screen – Version One

SCREEN *screen number, X, Y, Width, Height, Depth, VMode,Titles, DPen, BPen, [Bmap number]*

Screen number	Each screen is given a number so you can tell them apart.	
X	How far across the screen display starts	
Y	How far down the screen display starts	
Width	The width of the display in pixels	
Height	The height of the display in pixels	
Depth	The number of bitplanes (as before)	
Vmode	A special value to control various aspects of the display. Pick as many as you want and add them together.	
	value	mode
	$8000	HiRes
	$200	ham mode
	$20	super HiRes
	$4	interlace
	$0	lores
DPen	The special "pen" used for drawing details such as the title bar.	
BPen	The Block pen for drawing any borders.	
Bitmap number	An optional reference to the area of memory which the screen uses. A little advanced for the moment.	

Table 2: Creating a screen – Version 2

⬅ OTHER SCREEN COMMANDS

ShowScreen *screen number*
HideScreen *screen number*
This command will move the screen to the back of any other displays, and then move it back again.
BeepScreen *screen number*
Causes the screen to flash, as a way of gaining the attention of the user. Normally too irritating to use!
LoadScreen *screen number, filename [,palette]*
Load an IFF screen image from disk and display it in the existing screen. The palette is a special Blitz object we'll cover later.
SaveScreen *screen number, filename*
Save the current screen display to disk using the supplied name.
MoveScreen *screen number, X pixels, Y pixels*
Alter the position of the screen by the number of pixels stated. This can be used to move the display in a very smooth way, as you can see from this program **(See Tutorial List B)**.
WbToScreen *screen number*
Assign the Workbench display a screen number, which means you can open windows and play with the normal Workbench display. Try this program for an example **(See Tutorial List C)**.

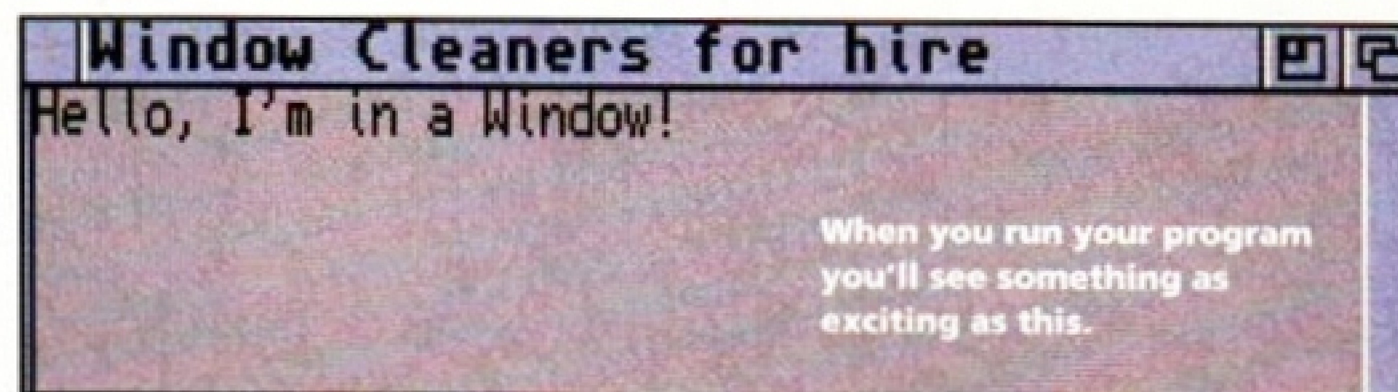
OPEN THE WINDOWS!

Now that we have a display open, we can define and open a Window. We need to open the Window in order to print text and create a general display for our program inside it. You can display on the screen without a Window, but this way is usually best.

As you would expect, there are a large number of complicated commands for opening a Window. Here we go.

WINDOW *window number, X, Y, Width, Height, Flags, Title, DPen, BPen, [gadget list]*

Window number
As with screens, each window has a number associated with it. Remember you can have multiple screens open so you need some way of keeping track of them.
X
The X position of the top left hand corner of the new Window
Y
The Y position of the top left hand corner of the new Window
Width, Height
The size of the Window in pixels.
Flags
Some special values to control various aspects of the Window. As with Vmodes, the values need to be added together to combine all the features. Some features are too horribly complicated to be dealt with in too much depth at the moment.



When you run your program you'll see something as exciting as this.

value	feature
$0001	Allow the Window to be sized
$0002	Allow the Window to be dragged
$0004	Provide a depth gadget
$0008	Provide a close gadget
$0010	With
$0400	and
$0001	protect the right hand part of the Window from stray graphics.
$0020	As above, but protect the bottom of the Window too.
$0100	Open the Window behind all the others, almost as a fake screen.
$0400	Look after all the Window borders to make sure they cannot be drawn on
$0800	Open a Window with no borders
$1000	Make the Window active when opened

Title
The name of the Window
DPen
The pen to be used for drawing details such as the title.
BPen
The pen to be used for borders.
GadgetList
A list of user-defined buttons to put in the Window

ACTIVE WINDOWS

Window 0,50,50,100,200,$140f,
"Window Cleaners for hire",1,2

This opens a window 200 pixels wide, 100 pixels high, at position 50,50 on the screen. The Window is active with a full set of gadgets. When adding together the special flag numbers, remember they are in hexadecimal (base 16) and so a scientific calculator would come in very handy.

See Tutorial List D for the program you would need to write in order to see the window open. Notice the order in which everything is done:
1. Open the screen,
2. Open the window,
3. Print in the window,
4. Close the window,
5. Close the screen.

You must remember to close the Window when you have finished. If you don't, and then you close the screen, Very Bad Things will happen – you have been warned.

Here are some fun Window commands to keep you busy:
WPlot X, Y, colour
Plot a point in the active Window.
WBox X1, Y1, X2, Y2, colour
Draw a solid rectangle in the active Window. X1,Y1 is the top left edge and X2,Y2 the bottom right.
WCircle X, Y, radius, colour
Draw a circle of a given radius in the Current window.
WEllipse X, Y, radius1, radius2, colour
Draw an ellipse with the given radii in the Current window.
WLine X1, Y1, X2, Y2, [Xn, Yn], colour
Draw a line connecting the points
WCls[colour]
Clear the Window, to the optional colour if supplied.

There are plenty of other Window commands too, so make sure to use the Blitz on-line help facility to find them. Press Right Amiga and Help together for a full help screen. Try **Tutorial List E** and see what happens when you take Windows a little too far...

Sadly we have run out of time, and we still haven't got started with the HTML decoding yet. However, keep playing with the Screens and Windows and we'll be ready to get stuck in next month.

TUTORIAL LISTING

A ; Example Screens in Blitz Basic
```
Screen 0,4, "My First Screen"
MouseWait
CloseScreen 0
End
```

B ; Moving Screens in BLITZ Basic
```
Screen 0,0,"Hello"
For y=1 To 256
    MoveScreen 0,0,1
Next y
For y=1 To 256
    MoveScreen 0,0,-1
Next y
    MouseWait
CloseScreen 0
End
```

C ; Playing with the Workbench Screen
```
WbToScreen 0
For a=1 To 10
    HideScreen 0
    ShowSreen 0
    BeepScreen 0
    Next a
MouseWait
End
```

D ; Opening a Screen with a Window inside
```
...
Screen 0,0 "My Screen"
Window 0,10,30,300,100,$140f,"Window Cleaners
for hire",1,0
Print "Hello, I'm in a Window !"
MouseWait
Free Window 0
CloseScreen 0
End
```

E ; Window madness
```
; Open screen and windows
Screen 0,4, "My Screen"
For w=0 To 4
    Window w,w*30,100,100,$400,"",1,0
    WCLs Int (Rmd*16)
Next w

; Have some fun!
For a=1 To 100
    w=Int(Rnd*5)
    Use Window w
    WCircle Int (Rnd*100), Int(Rnd*100),
    Int(Rnd*20), Int(Rnd*16)
    WMove Int(Rnd*220), Int(Rnd*156)
Next a
MouseWait

;Shut Windows and Screen
For w=0 To 4
    Free Window w
Next w
CloseScreen 0
End
```

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It started life as a Coverdisk submission for *Amiga Format*, it ended up as a *Format* Gold winning commercial release from Audiogenic – written in Blitz.



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Please allow 28 days for delivery

Mailbag

Send your letters to: Letters To The Editor, *Amiga Format*, 30 Monmouth Street, Bath, Avon BA1 2BW.


Due to some technical difficulties, we cannot bring you the Tobias Richter picture at this time. Please enjoy this pleasant C4D image.

PICTURE PLEA

Is it possible to obtain copies of the pictures in your magazine legally, especially poster sized! The ones that I want are Tobais Richter's Cinema 4D STAR WARS creations – especially the close up of the Millennium Falcon. If I am asking too much, then is there a way that I could get hold of the pictures on disk eg. are they in the PD library and would I actually need C4D to load them up? The pictures shown, your review and your recommendations – especially that it would suit beginners like myself – have inspired me – I am buying this program without delay and I just wanted you to know that without *AF* I would never have looked at it twice. Keep up the fantastic work.

Lee Stanford
Leeds

P.S. On system requirements, where it says 'Workbench 2' – that means 'Workbench 2 and above' doesn't it?

I thought you were going to ask for a giant poster-sized picture of Linda for a moment there. Er, the images we used never existed anywhere in a physical form, so the only "pictures" we have are the ones printed in the magazine.

A whole bunch of Cinema 4d pictures were uploaded to Aminet recently, so you can probably get hold of them via your local BBS (ask the sysop) or wait for them to appear on an Aminet CD.

If you want to have a hard copy of the pictures, most print bureaux should be able to output them for you (take the image along on a PC disk, and ask what image format they want) but bear in mind that the images were designed for display on screen, so if you have them printed out A3 size, they will look quite blocky. And yes, WB2 does mean Workbench 2 and above.



BACK FROM THE DEAD

I've decided to renew the quest for the 'Amiga in the movies' as spotting Amiga's on TV has been flogged to death several times. Anyway I've just seen Black Death (BBC1 20th Jan. 9.15 pm) and guess what! There's an Amiga in it! – Bet you didn't know that was coming! It appeared when the reporter was trying to get the information about admissions to the hospital from the computer. The computer screen had "Workbench:" written in the top left hand corner of the screen. By the look of the style I would guess that the machine in question was our friend the A500. Well anyway here comes the part I've looking forward to... Do I get an *AF* sweater?

Peter Barnsley
Staffs

Oh just this once then, but this is the last time...

BEBOX DE LU LOP

I heard a rumour that the new computer platform "BeBox" will probably be the new AMIGA RISC machine that we're all waiting for.

I don't know whether this rumour is true or false, but if Amiga Technologies intend to release a new Amiga model, then I think they must convert some current Amiga productivity titles like *Final Writer 4, ScalaMM400, Real 3D V3.0,* to new RISC code.

Come on A.T. act quickly and give us RISC Amiga with AmigaOS V4.0 (with network and internet capabilities). I don't want to be a slave of Intel and Microsoft, I don't want to be a clone. A.T. don't let us down. We trust you.

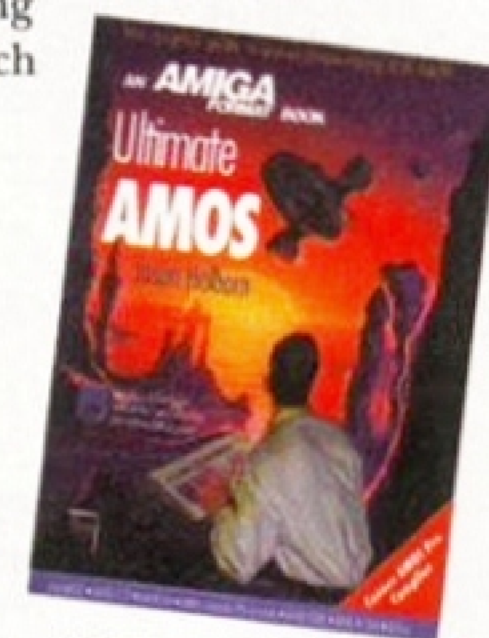
Sinan Gurkan
Istanbul
Turkey

The Bebox is not related to the Amiga in any way at all – at least not legally or financially. In spirit it follows the concepts of the Amiga. But it is still in development, and although it looks like a nice machine, it is difficult to see it having a great commercial impact.

MORE SHAMELESS PLUGS

Myself and my friend David White (you printed his letter in *AF*71 May 1995) are starting a Disk-BBS, which will be packed with PD games and the like.

He is currently writing a game in AMOS from your excellent AMOS Pro Coverdisk to add to this. Anyway, in



AMOS was one of the most popular Coverdisks ever for *AF*.

The Gallery

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KING FOR A DAY

By Paul Leins, Austrailia



Faith No More fans will recognise this picture. It took Paul 6 hours to draw it by hand using *DPaint IV*.

THE FINAL WORD


Interstellar travellers visit earth in their converted ion-drive hubcap.

I was both amused and saddened by the pro-UFO letter from Joanne Bishop (issue 79) concerning the "Roswell Slideshow" review in issue 77, and by *AF*'s opposing response.

I can't quite agree with either viewpoint expressed. At 43, I am probably one of your older readers and hopefully pretty stable. Yet I have long been puzzled (not obsessed) by the UFO phenomenon. I was a complete sceptic before 1963, when I was confronted by something I couldn't explain. I'm completely familiar with civil, military and "unusual" aircraft types and with what can and can't be explained by known man-made aerial devices, yet I have seen anomalous objects two or three times over the years since.

Interpreting these phenomena is a very subjective affair. It's likely there are SOME genuine mysterious occurrences and I'd equally subjectively say I now incline to the view that UFO-related phenomena are not "alien" but probably of malignant spiritual origin.

I'd take issue with Joanne over the Gulf Breeze episode. "Not proved fake" is indeed very far from being proved true, and in the Waters case, there were plenty of reasons to regard the story as being of questionable reliability. A friend of Waters, with no obvious reason to lie, actually claimed he had helped fake the photographs. Jim Schnabel's weighty book, "Dark White", which delves deeply into many famous UFO encounters and, importantly, into the way in which they were investigated, lists a number of other reasons for doubting the authenticity of the case.

However, that isn't proof either. The pages of *AF* are supposed to be about Amiga-related issues, so unless UFOs turn out to be *Lightwave* objects projected by some advanced VR system. I don't see the subject going much further here. But I would just like to say before parting that I too felt slightly insulted by both Mr McGill's way of describing the 'believers' and by *AF*'s response to Ms Bishop's admittedly rather petulant letter. You claim to keep an open mind, but that wasn't what came over.

Should you print my letter, if Ms. Bishop and friends – or anyone else – have any firm evidence or first-hand experiences to recount, I'd really like to hear about it. Perhaps it would be possible for them to drop me a letter via *AF*? I'll certainly repay any forwarding costs you might incur. Keep up the good work on the best Amiga mag!

Steve Clark
Isle of White

Well, that just about wraps it up for UFOs. Hubcaps on bits of string or visitors from distant worlds? Cunning cinematography or psychic forces beyond our ken? Coincidence or magic – you decide, but whatever you think, don't tell us – the truth is out there, not in the AF letters pages (which are all obviously made up, as one helpful reader suggested – except obviously the one he sent us otherwise arrrrrrgh – fatal paradox error –++++random letter generator application failed result –127

order for the Disk-BBS to work, we need some people to write to us. If you want to join us or have a game you would like us to distribute – in AMOS, BlitzBasic or any other language the Amiga supports – write to me at the following address:

Stewart Priest
45 Thornwood Drive,
Thornwood, Partick,
Glasgow,
G11 7TT,
Scotland

P.S. Everyone at *Amiga Format* is welcome to join us too.

Well, alright, but this is the last time, or the advertising people will be getting very upset.

HELP ME IF YOU CAN

I own a Commodore CDTV with a keyboard and an Amiga external disk drive, I know it's old but it still works great. However, I have broken the mouse and cannot find anyone who stocks them. I've been advised my only hope is the second hand market. So do any of your readers have one they could let me have? The model is CD 1253 with a small round 4-pin plug.

Kate Mountford
Stoke on Trent

Cor, this is turning into the multi-coloured swap shop. If anyone wants to swap a CDTV mouse for a ridiculously coloured sweater and a bottle of John Craven's hair-dye, please write to us at the usual address.

NO CHRISTMAS IN FEBRUARY

Having recently purchased a printer I thought I would put printhead to paper.

Sorry its not one of those grovelling letters more to the point it's to complain of two niggling faults, one of which may have been put right?

First of all, why am I reading the December issue in November and the Christmas (Jan) issue in December. If you could print the corresponding lottery numbers for the future month that would be a different matter.

Now in the latest issue (79 Christmas 1995) you have dropped the month (January) from the cover, does that mean I will actually be buying the Jan issue in January or will it be a case of back to the future with February on the cover?

The second niggle. Because of the above confusion could you please state the closing date for all future competitions.

S.P. Benton
West Midlands



Listen right – Christmas is when we tell you it is okay? Can't you read or something?


THE RETURN HOME By Paul Jenkins
Drawn on an A1200 using *DPaint IV*.


GENESIS By Gary Clement
This interesting image was created using *Image FX*, *Vista* and *DPaint IV*


MECHANICAL MENACE By Anthony Simpson
DPaint IV and a lot of imagination helped create this.

Yes it does get confusing. Believe me, it is more confusing for us who actually work on the magazine. We have Christmas in October and Halloween in August. Since the magazine is now published 13 times per year, and because in the more orthodox calendar there are only twelve months, we have to invent something for the extra issue to be called.

So, since the inception of AFIST (Amiga Format Issue Saving Time), the 13th issue is known as Christmas. You still get January (albeit at the beginning of December) but from theron in, the months begin slipping back by a few days until the next Christmas. Happily, If you live in New Zealand or somewhere, because of BST (British Shipping Time) you will probably get at least one issue in the year in the month stated on the cover. I hope that has cleared everything up for you.

Why, it's so simple a child of four could understand it (and if there are any four-year olds out there, can you please explain it to Scottie).

GREAT PAD

I am writing to all those A1200 owners who haven't got a CD³² joypad. You don't know what you are missing. It's amazing when you're playing *Gloom* and you need to sidestep, no need to search for any keys just comfortably touch the joybutton and voila! Quite a few games are greatly enhanced with a CD³² pad, so all you A1200 owners out there who haven't got one, get one. If more owners get a CD³² joypad, more games will have the option and the gameplay will be greatly enhanced. Also all you programmers out there, try to include some options for a CD³² pad as many keyboard functions can be reassigned to the joypad.

Scott Bridges
Kent



If you had a control pad and used the shoulder buttons, you could avoid scenes like this...

There are a number of games which do feature support for the joypad – and you are right, some are much better.

NOISY NEIGHBOURS

SATURN OWNER: I've got a Saturn.
PLAYSTATION OWNER: I've got a Playstation.
AMIGA OWNER: Does anyone fancy a go on SWOS?
SATURN OWNER: I've got *Daytona USA*.
PLAYSTATION OWNER: Pah! That's nothing! I've got *Ridge Racer*!
SATURN OWNER: Oh look, here comes the PC owner.
[Enter PC Owner]
PC OWNER: I've got *Doom*. And *Heretic* too, that's good.
AMIGA OWNER: Fancy a go on *Gloom*, then?
PC OWNER: Oh, I've seen that. It's very blocky, isn't it? The monsters look like cardboard boxes... Oh my! Is that the time? I should be editing my CONFIG.SYS and AUTOEXEC.BAT, trying to make Hexen work. It's really good though, even if I do still need to shell out another £300 to make it work. Goodbye.
[Exit PC Owner]
PLAYSTATION OWNER: Goodbye. Hey, your Amiga is rubbish. I bet your Amiga can't handle three zillion million frames per second 3D animation with fifty six billion bit sound and tri-linear mip-mapping, can it?
AMIGA OWNER: No, but neither can yours.
PLAYSTATION OWNER: No... but what's so special about yours then?
AMIGA OWNER: Well... The Playstation doesn't have the capabilities for a Keyboard, Hard drives, Floppy disks, Modems, 3D modelling, Word processing, Sound sampling, Scanning, DTP, Paint programs, printers AND they're easy to use...
PLAYSTATION OWNER: They're coming out next Autumn.
AMIGA OWNER: Give me strength.
[Exit Amiga Owner]
PLAYSTATION OWNER: What's a Hard Drive?
SATURN OWNER: I don't know.
[Pause]
PLAYSTATION OWNER: Our Joypad's better than your's.

There's a moral there somewhere. That just about wraps it up. Oh! No... On behalf of *Amiga Power*, would you kindly stop playing Worms so loudly. Wear headphones. Or don't play it. Tch, open plan offices, eh?

Oh, and what happened to Actual Reality? I have been reading since issue 30 and I remember with fondness the moment I flicked to the back of the magazine and read with amusement. It was amusing, entertaining, witty and er... funny!

Stuart Brown
Preston

Well, it's not Harold Pinter is it, but an amusing effort nevertheless. Amiga Power *can suffer – we have to listen to them playing the tediously noisy Marathon!*

THE PROS AND CONS

I was browsing through my brother's magazine (Issue 79) when I came across a review for *Citadel*. The little orange box caught my eye and to my horror I saw it criticise my beloved computer. The A500 is still a capable machine and many people are proud to own them. So in future I would like you to stop putting down my computer and have a go at the PC instead.

Laura Chappell
Bowden

I am writing on behalf of the people out there who are still on Kickstart 1.3 like myself. I have read many letters from people complaining that they cannot afford to upgrade their Amiga and that you should stop leaving them out on the coverdisks. The general response from *AF*, in my view, seems to be 'Unlucky mate, you've got to move with the times'. I understand that you have to look towards the future and supply coverdisks to those people, who are in the majority of the Amiga population, with workbench 2.0 or above. I think it would be in your best interest, so as not to lose some of your most devout followers, to offer a special price for Kickstart chips and possibly ROM sharers in your mail order section. This will enable people to join the throng of merry Amiga owners who have 2.0 or above.

Alexei Schreier
South Beds

I just thought I would write and tell my fellow *Amiga Format* readers what they are missing by not upgrading their machines.

I have just treated my A1200 to a Blizzard A1230-IV running at 50mhz. WOW! It makes all the difference believe me. *Alien Breed 3D*, *Fears*, *Sim City 2000* and of course programs such as *Final Writer* and *Pagestream* all run like a dream, and you should see the *Amiga Format Breathless* demo running at 1*1 pixel mode with a full screen. This is how Amigas should be, putting the rather sad PeeCee to shame.

So come on all you A1200 owners dig deep and upgrade, it's worth it in the long run and the future of our beloved Amiga may just depend on people upgrading. As for all the A500 and A600 owners it's about time you got an A1200 in the first place let alone an accelerator card for one!

Jonathan Taylor
Suffolk

Well I've finally done it! What you asked. I've finally upgraded my old and venerable A500 to an all singing all dancing A1200.

I was one of those sad people who was happy with the A500, it did everything I wanted and I could see no reason to change it but I was wrong. In every way the A1200 is a much better computer and I wish I had upgraded it sooner.

I have had a computer of one sort or another since the ZX81 first came out and they have all had one thing in common – they were never expanded or upgraded and so were overtaken by faster and better equipment. This will NOT happen to the Amiga, it is a great computer, one that can continue to grow and survive.

So I urge every A500 user to upgrade now, then add the memory, add the CD drive, accelerate the machine and software support will return when manufacturers see increasing sales of machines.

R.G. McCarthy
Surrey

I've been an Amiga owner now for 6 years and for the last 2 years I've had an A1200. After reading issue 80 (Jan 96) I totally agreed with what was said about accelerators and extra memory.

They are the way forward for the A1200. Sell your gold teeth, sell your mothers, sell a kidney, everyone who owns an A1200 must buy an accelerator.

If more A1200's have hard drives and accelerators and extra money then programmers will write software that will push the A1200 to the limit. Escom should and must sell the A1200 with a hard drive as standard, the A1200 + (if it happens) is a big step in the right direction.

A500's and 600's are well past their sell buy dates, everyone connected with the software side of the Amiga should concentrate on the A1200.

Dean Brookes
Derbyshire

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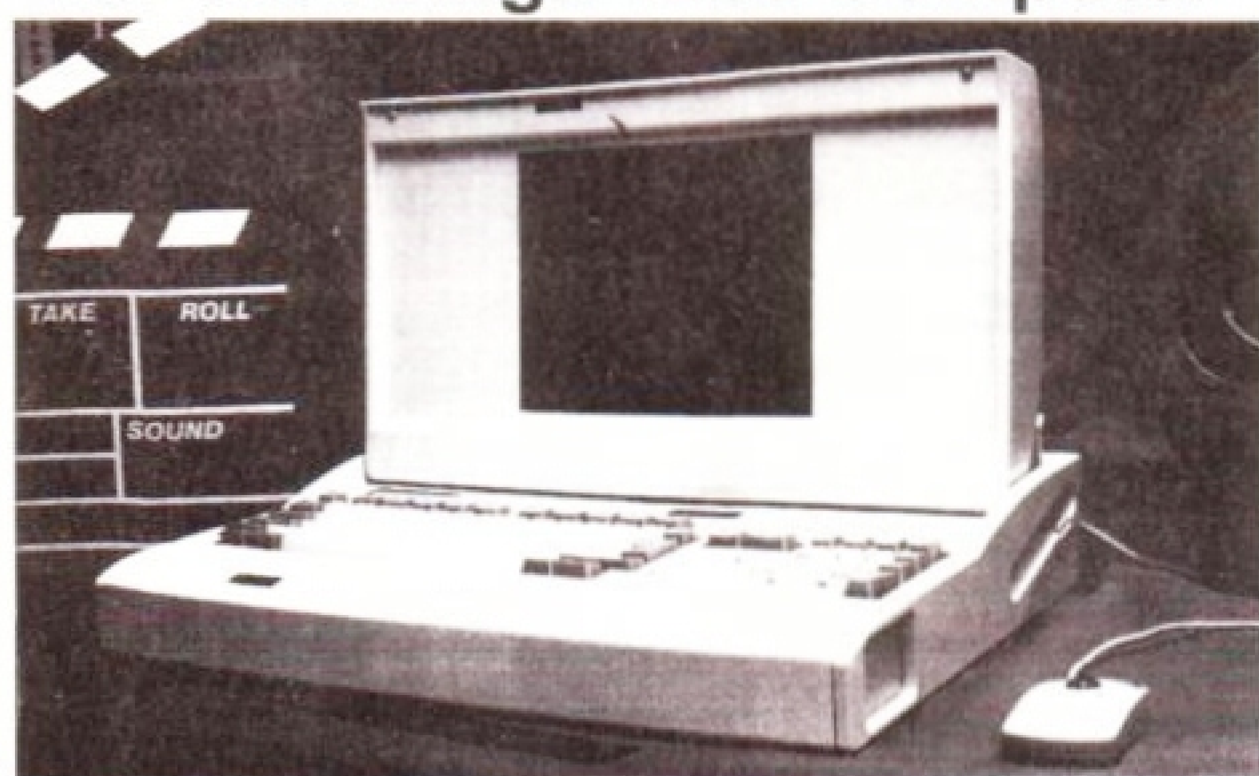
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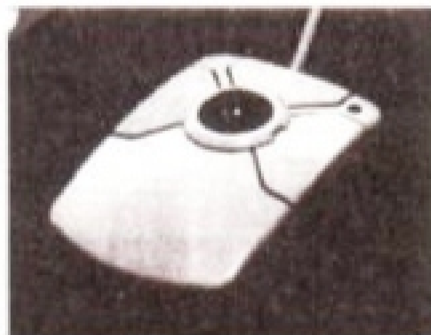
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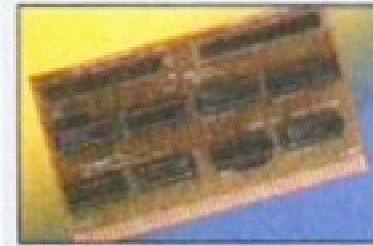
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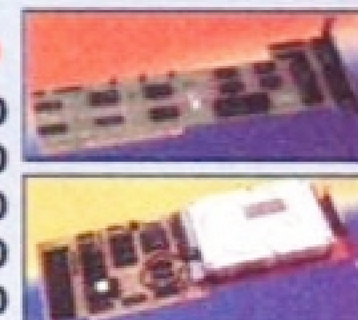
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G135	Chaneques (2)	E009	Dinosaurs	U194	Text Engine 5.0 (WB2+)
G141	Dr Strange II	E010	Dinowarp	U195	Word Puzzle Pro
G142	Mash	E011	D/Paint III Tutor	F013	Pagestream/Setter Fonts (5)
G143	Jump Em	E012	Dunks DTP	U197	Executive V1
G144	Super Combat III (2)	E013	Discovery Of The Atom (2)	U196	MCP 1.05
G145	Skid Racer	E014	Easy Spell II	U199	Electrics Designer
G150	R3 Rockets (WB3)	E015	Euromaps	U200	Cop The Lot Pro 3 (2)
G151	Duck Dodgers	E016	Fractions & Silhouettes	U92	GBlanker 3.6 (WB3)
G152	Deluxe Pacman (ECS)	E017	Guide To Lwr Back Pain	U96	Tude V1.0D
G153	Bratwurst (AGA)	E018	GCSE Maths Module I	U107	Gold Ed 3.0 (WB3)
G156	Code Name Nano	E019	How The Earth Began (WB2+)	U117	Scout (MUI)
G158	Klondyke (AGA) (3)	E020	Highway Code Tutor	U120	DOS Man
G159	Pucman	E021	Inside/Out Gas Turbine	U122	Diary 2000
G161	Boomin Eck	E022	Inside/Out Petrol Engine	U133	AMITCP V3.0 AGA (2)
G162	Applejack (AGA)	E023	Inside/Out Steam Engine	U134	ZXAM V2.0 AGA
G176	Cybergames (2)	E024	IQ Test	U138	Shapeshifter 3.08 (4MB) (HD)
G177	Egg Scramble	E025	Invasion Maths	U141	Easycalc V2.0B
G178	Coarse Angler (2)	E027	Languages (1.3)	U144	Essential Aminet 8
G179	Alien Bash II	E026	Kids Paint	U146	Super DMS
G180	The Last Soldier (2)	E028	Learn & Play I	U159	MUI V2.3
G183	Mortal Kumquat III	E029	Learn & Play II	U160	Internet Utils 2
G184	Dark Angel	E030	Mr Men (1.3)	U161	ASI Multivision 9
G185	Super Skiddy Things III	E031	The Mind	U163	ASI Multivision 10
G186	Super Elf Squad	E032	Mr Robot Speak & Spell	U164	ASI Disk Helper 9
G203	Trap Em	E033	Match With Humpty	U166	ASI Disk Helper 10
G204	Galleons	E034	Noddy's Playtime Demo	U169	Amiga Fax 1.42 (WB2+)
G205	Emotional Conflict	E035	Noah's Guide To The Amiga	U170	Stock Control Pro 1.2
G207	Push and Shove	E036	Octamed Tutor	U177	Graphics W/Bench AGA (4)
G208	Lge Champs Speedway	E037	Quizzbase	U178	Virus Checker 7.17 (WB2+)
G214	Cardz!	E038	Rock A Doodle	U180	A Backup 500 (WB2+)
G210	Prem Lge Manager	E040	Story Land II	U216	Video Tracker AGA
G219	Funhouse III	E041	Simon & Space Maths	U09	Garden Designer (WB2+)
G220	Nesquick	E042	Nursery Rhymes (2)	U13	Citizen Print Manager 2.1
G221	Funhouse II	E043	Starlab	U23	Print Studio
G224	Burger Bar	E044	Treasure Search	U95	Pro Gamble 2.1
G228	Wheelbarrow Sim	E045	Talking Colouring Book	U106	Image Studio 2.0 (2)
G234	Wooglies	E046	World Database II	U207	NComm 3.0
G236	Knockout (AGA)	E047	Words II	U208	Vark CLI Utils 9
G237	Helsinki Force (3)	E048	World War II	U209	Ultimate DMC
G251	Silly Soccer	E049	World Geography	U210	Panasonic Print Studio
G252	Coin Mania	E050	Workbench II Tutor	U211	Magic C64 Emulator AGA
G253	Nicky II	E051	Spanish/French/German	U212	200 Utilities Disk (WB2+)
G254	Ultimate Manager 1.1	E052	Back To School I	U213	Super Duper Copier
G290	Toobs	E053	Back To School II	U214	Video Tools
G291	Hilt II	E054	Back To School III	U217	BBC Emulator
G292	Morton Strikes Back	E055	Education Collection (5)	U219	Disk Salv V4
G294	Racing Maniacs	E060	Jack Frost Story	U220	Epson Printer Drivers
G295	Knights (AGA)	E061	Operation Desert Storm	U222	Printer Driver Generator
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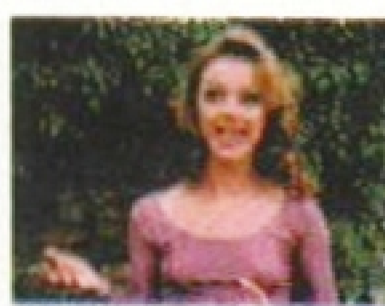
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CD Micro French Screen Shot

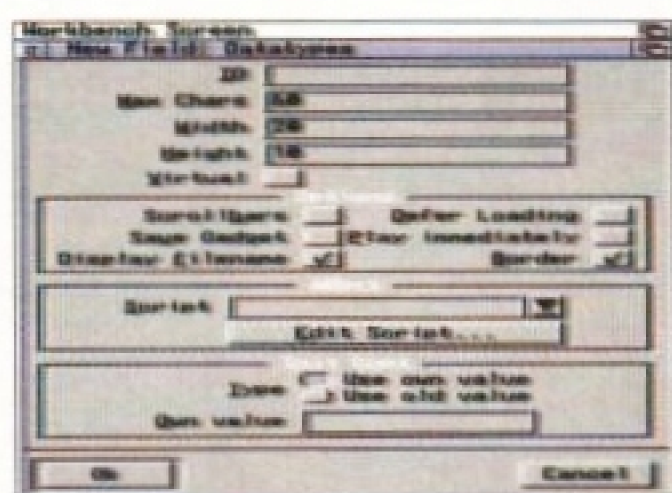
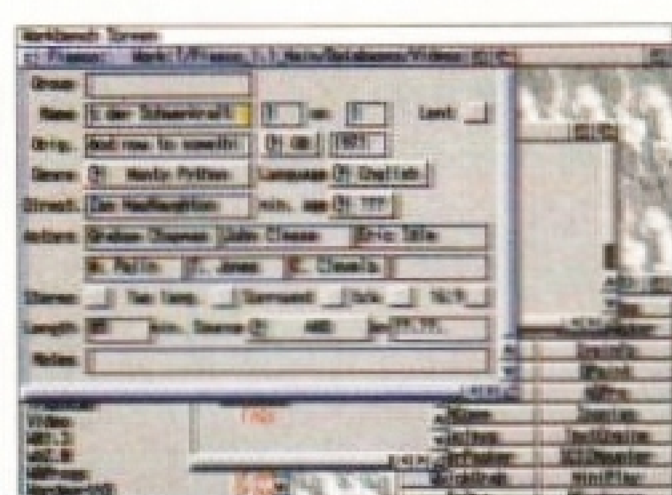
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AMIGA FORMAT COVERDISKS


A stunning collection of useful programs including the full *ScapeMaker* program and the excellent *Fiasco*.






Top quality *Chaos Engine* tribute that's highly addictive. A previously unreleased, complete eight level game.

Alien Bash 2



Locate the prisoners, find the keys and blow the guardian to smithereens. Steve McGill can't get enough of it.

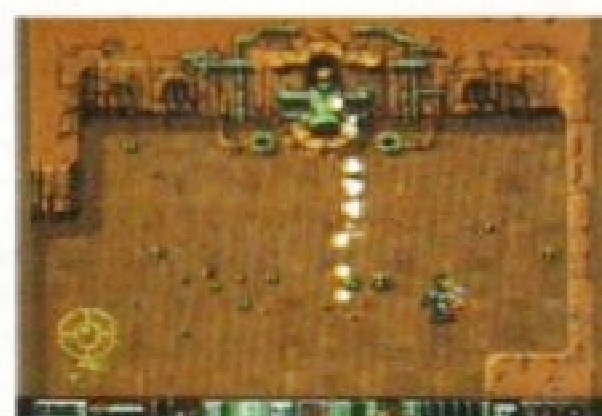
An eight level *Chaos Engine* clone with pace, verve, action, and big guns. You are a burly, power armour suited dude and the aim of the game is to rescue the prisoners.

In order to fulfil this altruistic task, your man must locate all the prisoners on each level, rescue them, find a key to reach the end of the level and blow the guardian to smithereens.

Along the way, there are monsters to be killed and money to be collected. When a monster is killed it's skull is normally collectable. and this counts as money. There's also money embedded in the walls around the levels which can be shot and then collected.

The money can be put toward buying power ups and extra weapons in the weapons shop. It can also buy extra health. So be judicious and

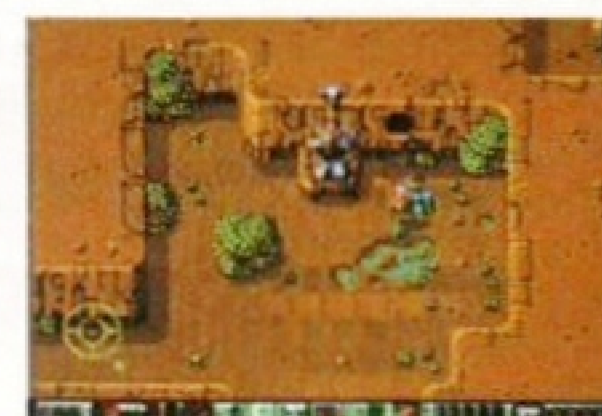




Taste the fire of my might missile launcher, end of level guardian.



Pass through the gates and face your destiny, Luke.



Only you can save the hostages from a fate worse than pork.

A tremendous month for the *Amiga Format* Coverdisk. Thank David "Coverdisk King" Taylor from sister magazine *Amiga Shopper* for the acquisition of *Alien Bash II* from Pixel Digital the 'Games Masters'.

A GAME PANEL BETTER THAN HAVE I GOT NEWS FOR YOU

From left to right:

WEAPON: Use key F4 or the second fire button on a two button joystick to cycle through the available weapon types: Plasma gun, rocket launcher, and grenade launcher.

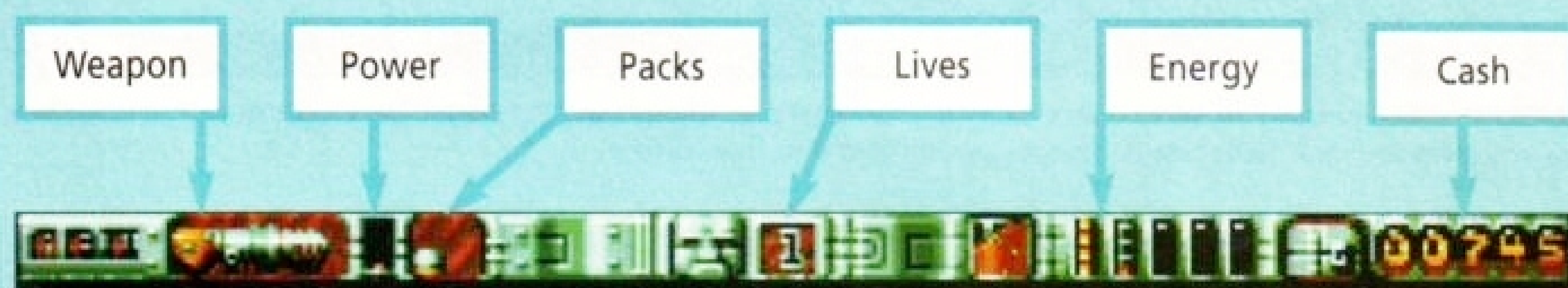
POWER: Each weapon can be made more powerful through pick-ups and upgrading in the weapon shop at the end of each level. This icon lets you know the current power of the selected weapon.

PACKS: The number of rocket/grenade packs currently being carried.

LIVES: Number of lives left. Whatever you do, don't let this number reach zero or else you have to start again.

ENERGY: Starts off as two bars which you can see here. Three more energy bars can be bought as the game progresses. Makes your man bigger, harder, and cleverer.

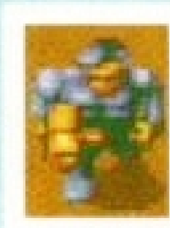
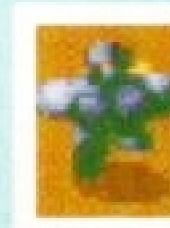
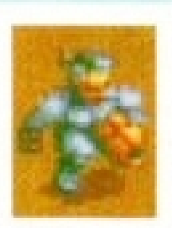
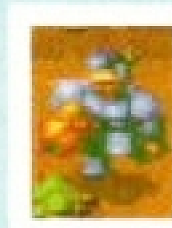
CASH: Amount Collected. Collect as much as you can. The more cash collected the more formidable the power armoured hero can be made.



RUN, STOP, STOP OR I'LL RUN AND I'LL SHOOT

To cycle through the available weapons press F4 or the first four numeric keys. To increase or decrease the range of the grenade launcher use the up and down cursor keys.

Most important is the use of the function keys F1-F3. They affect the action of your man.

F1 No matter what your man was doing, as soon as this key is pressed he will stop dead when he shoots. He can still be rotated in all eight joystick directions.

F2 Run while shooting. This is handy when under fire from multiple enemies.

F3 If stopped, the man will stay stopped when firing. If he's running and fires, he will continue running. Can be very useful when the player wants to stop dead.

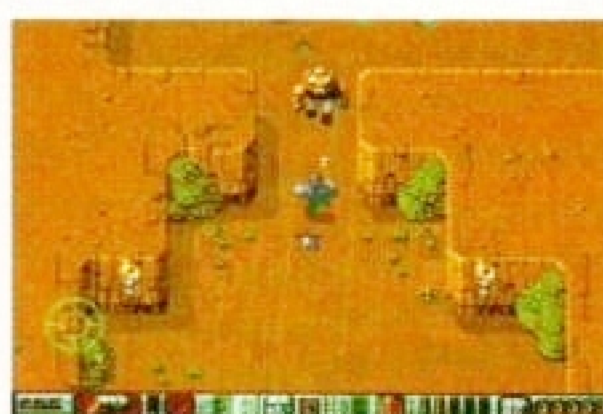
prudent about how you spend it.

Much of the appeal of *Alien Bash II* lies in exploration of the terrain and interaction with the environment. There are trips to be tripped, switches to be shot, secret areas to be accessed, and nasty things to be neutralised.

Using the rocket launchers and the grenades is great fun, especially when you're ready to finish a level.

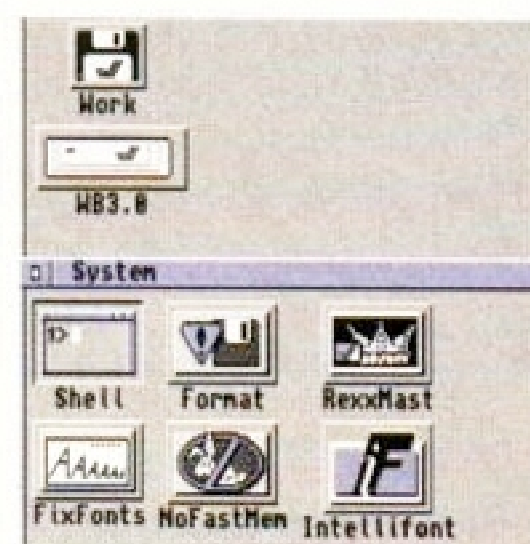
Of especial note is the choice of control toggles you have over your little armour suited bloke. If this method of control had been used for *Watchtower* (reviewed on page 36 of this issue), it would have been greatly improved.


This little piggy is going to get blown away with my rifle.

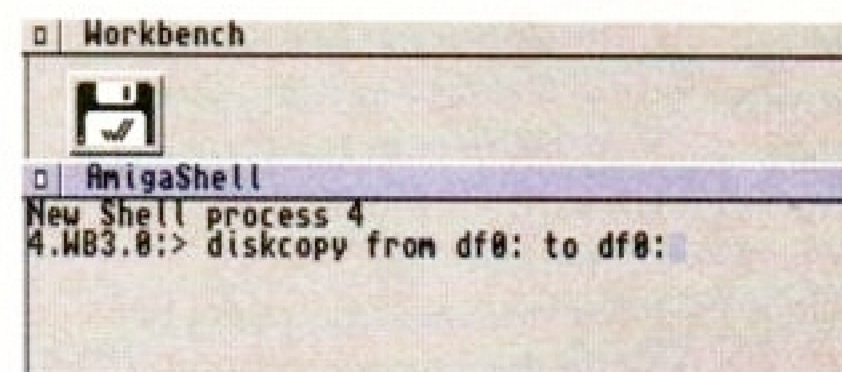

Walking on stars triggers passages, but beware of ambush.

BACKING UP YOUR COVERDISK

Copying your Coverdisk is really very simple. Just follow the stages below...

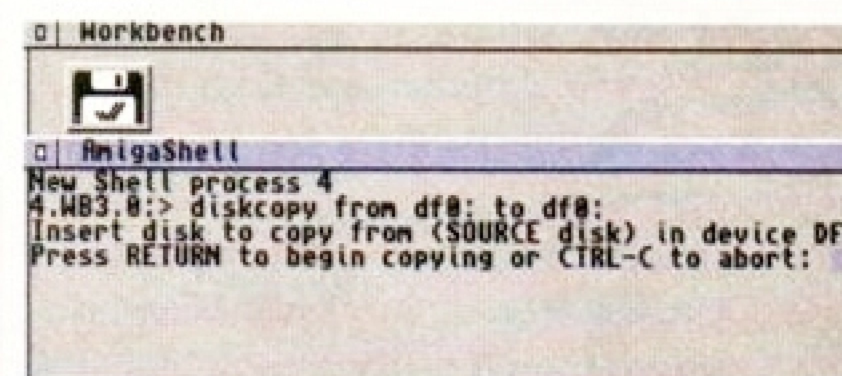


1 Boot up with your Workbench disk and find the Shell icon, in your system drawer. Double-click on this to go into the Shell.

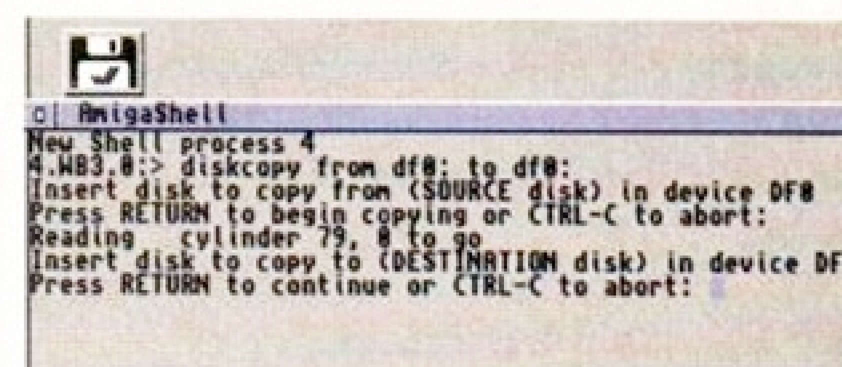


2 Type in the following line (with a *zero*, not the letter O), taking care to put the spaces in the correct places:

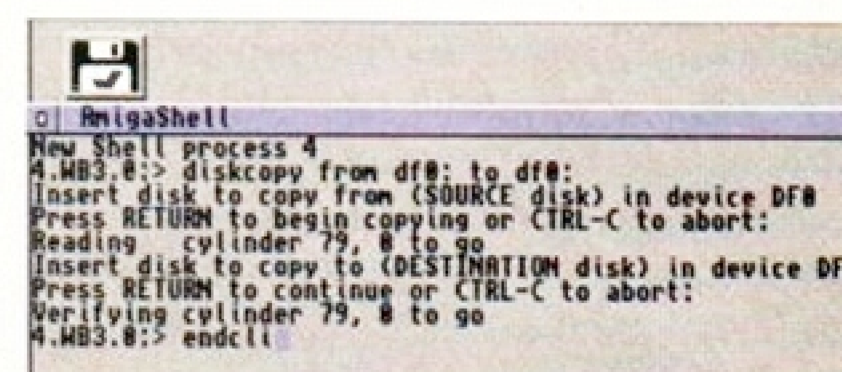
DISKCOPY FROM DFO: TO DFO:



3 When asked for the Source disk, insert your write-protected Coverdisk and press Return. All of the info on this disk will then be copied from the disk into memory.



4 Once your Amiga has read the info, it will ask for the Destination disk. Insert it and press Return. All information on this disk will be destroyed.



5 On an unexpanded machine, the Amiga may ask for the source disk again, because it copies in chunks. Finally, type *endcli* to close down the Shell.

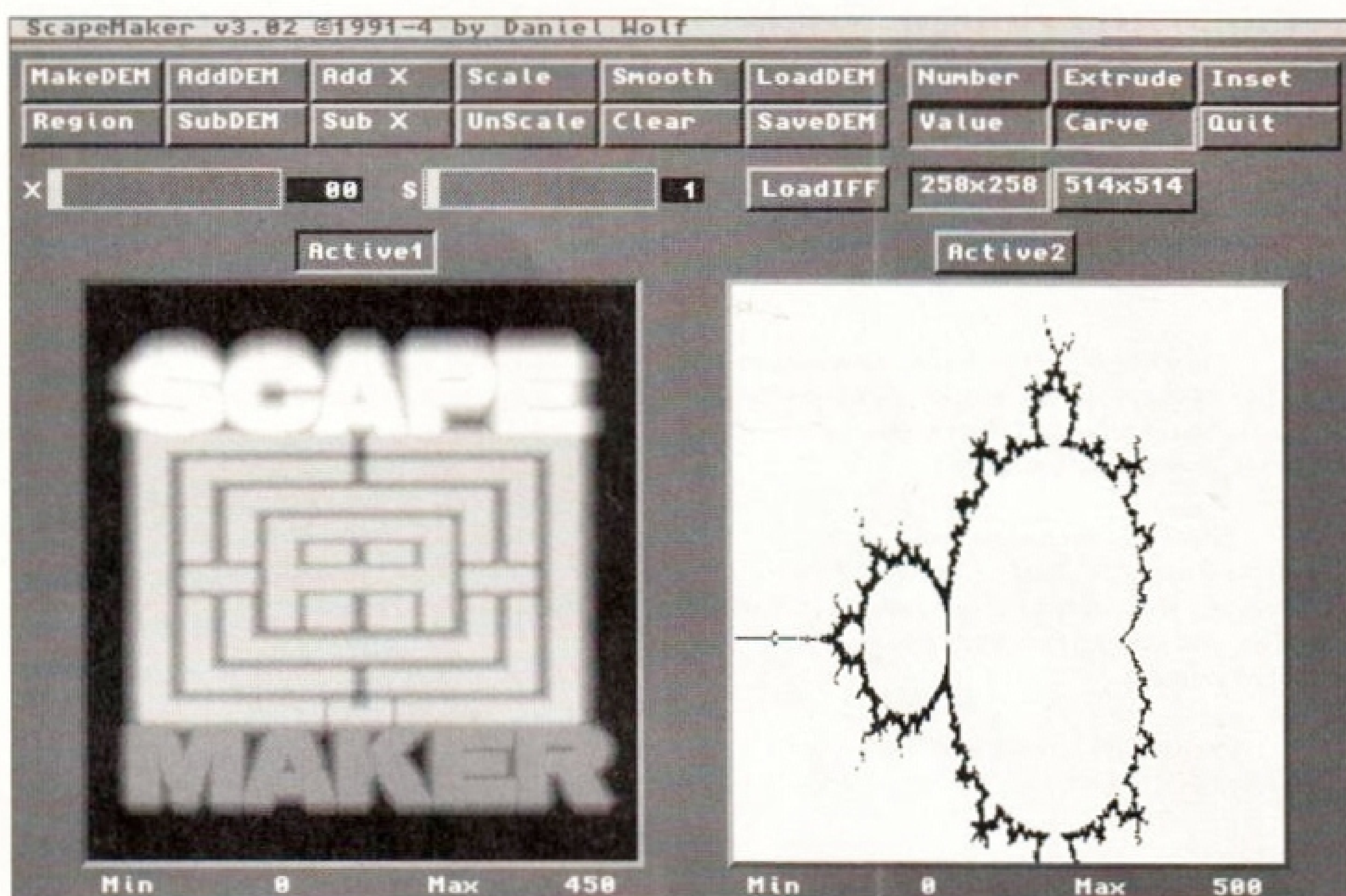
DISK NOT WORKING?

We take every care to test the Coverdisk software, but Future Publishing cannot accept any responsibility for any damage occurring during its use. If your disk is faulty, send it back, including an SAE, for a free replacement to:

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This month's disk contains a storming collection of programs that would have your Amiga's taste buds tingling, if it had any. David Taylor serves up.



ScapeMaker is the answer to *Vista* users' prayers. Convert any picture in IFF format into a 3D DEM file and load it into any package that uses DEMs. Simple to use, but very powerful.

SCAPEMAKER

This program can be used to convert images into Digital Elevation Maps for use in scene rendering and animation packages, such as *Vista*, *Vista Pro* and *Scenery Animator*. The program can load pictures in IFF format, but for more information on this see the Readme file.

Load the program and then select the LoadIFF item from the menu or button. Click on the region button and define the area of the picture you want to use, re-sizing the window as you want. Click on the close gadget and you'll go back to the main interface. Now click on the MakeDEM button and the program will convert the image. A greyscale preview will be shown. You can now save out the DEM file for use in other programs.

Of course there are many more options available. The Extrude option will convert a picture to positive heights like mountains, while the Carve option does the opposite and makes valleys. There is a scale factor slider which allows you to stretch the heights of DEMs. Inset mode allows you to combine two images into a single DEM file and smoothing allows you to graduate the difference between neighbouring heights. All the other options can be experimented with and shouldn't be too confusing.

BREATHLESS UPDATE

Amiga Format has managed to obtain the file which will allow you to update the amazing *Breathless* game from version 1.0 to 1.1 – so you do require the original game. The update can be installed by double clicking on the installer icon. This uses the Commodore installer utility. If you don't have that, you can install it manually to the *Breathless* directory.

This update replaces the entire 3D engine that generates the game. It optimizes the frame rate by about 20%, adds mouse control and game configuration saving. It also adds improved keyboard controls, smooth up/down looking, access codes for each level and auto-save of the last level code you reach as well as many more new features.

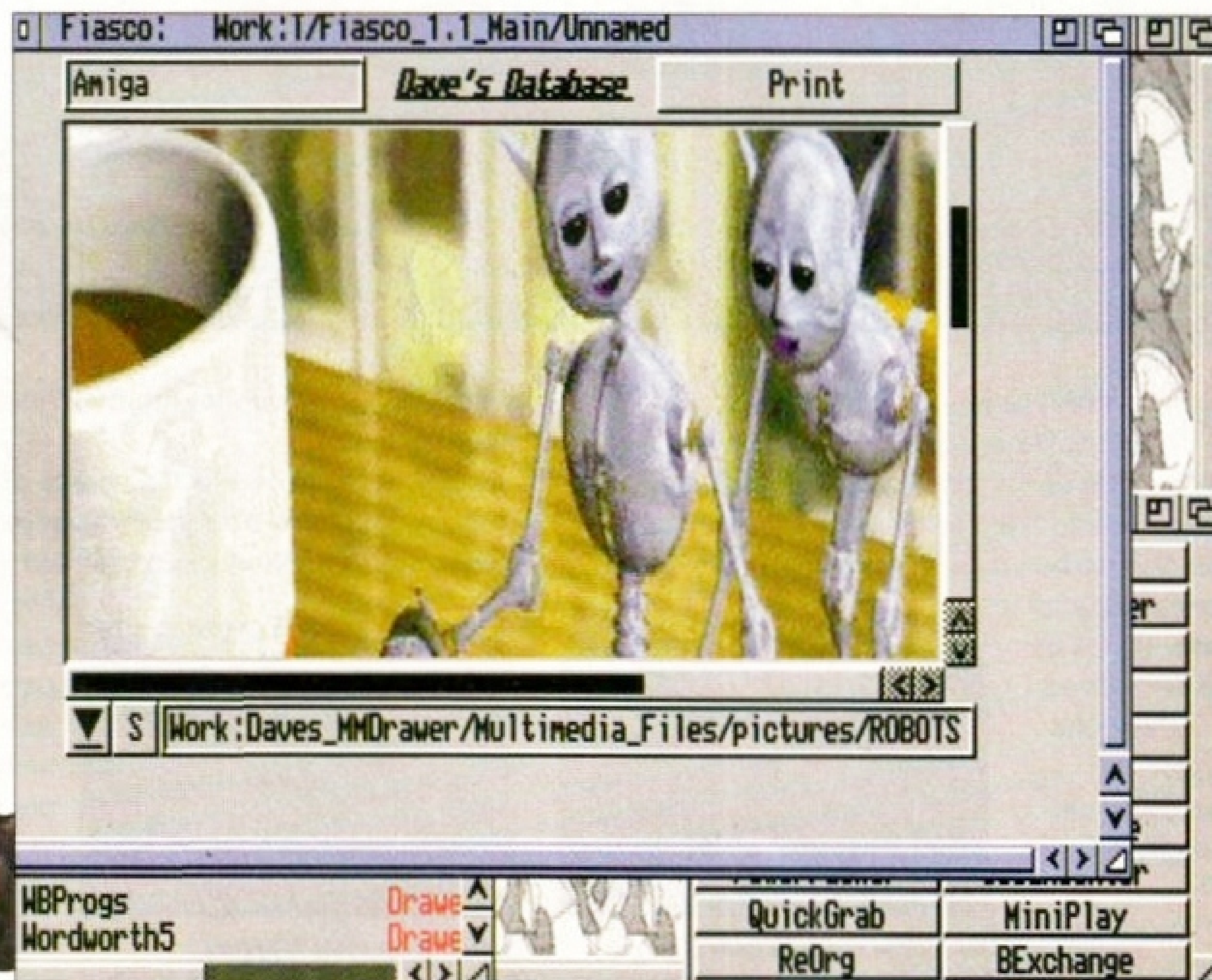
FIASCO 1.1

When this program appeared recently, we were mightily impressed. Sure, there are plenty of databases around for the Amiga, but one that gives you such amazing features and yet is designated Giftware by its generous author, was too good to be left unnoticed and so we have managed to fit it onto the disk for you to use. Remember that it is Giftware though and that you should send some token of appreciation to its author for all his hard work. You can find the address in the documentation.

Using the program is very easy. There are details on the whole program within the documents, but it is very easy to set up your own database and design it yourself. First choose the Mask mode from the Control menu. You can now design the database.

Select the type of field that you are going to create from the Fieldtype menu item in the Field menu. Click the mouse at the position where you want the top left corner of the field to be and then press return. A requester will pop up asking you to set up the parameters for the field, such as a name for the field and the size you want it to be.

Designing your own database is easy, even when using datatypes.



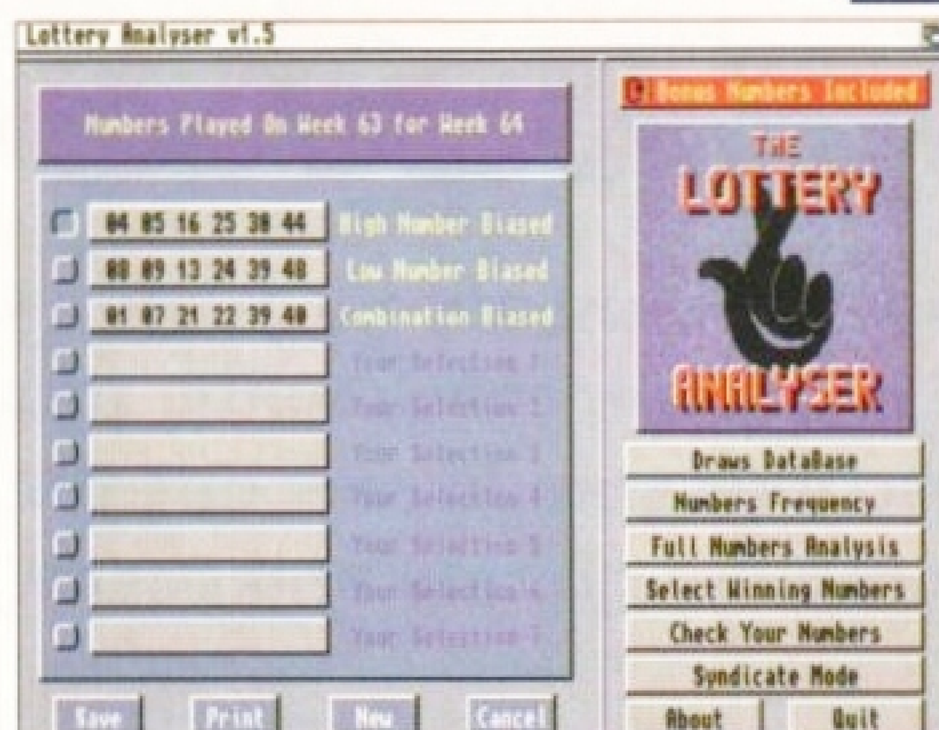
Breathless owners! An engine update for FREE!

ScapeMaker

INSTALLING THE SOFTWARE

The programs on this disk work on a variety of machines. The *ScapeMaker* program should work on any Amiga as should the *XSize* utility. The source code for Blitz can be loaded on any Amiga. The other utilities require WB2 and above. *Breathless* requires a minimum of an A1200 and *Fiasco* will work better on that system too.

In order to install the software, simply boot the Coverdisk and it will be done automatically. If you have a Workbench 1.3 machine, the programs will be de-archived to a floppy disk. WB2 and above owners can install to either 3 floppies or directly to a hard drive. All users must have pre-formatted empty floppy disks ready, if they want to install to floppy, before booting the Coverdisk.



Generate Lottery numbers and keep track of your numbers. Gamble! Gamble! Gamble!

If your Amiga can use them, then datatypes can be used to insert pictures of most types and sounds.

The program can set up simple text fields, but it can be used for much more ambitious projects, using Arexx scripts or CLI commands as well as external programs.

Fiasco requires Workbench 2 and 1Mb of RAM, but works better on WB3 and especially on machines with a hard drive. Distribution is so large that we had to split it into three sections in order to fit it onto the disk.

Inside the main section is the main program and the English documentation in amigaguide format. The other files, such as the German docs and dvi files can be found in the other sections. This will mean that you'll have to move files if you want to install them in one drawer on the hard drive, although it should run fine if you just double click on the program.

You will need to install a library to the Libs: drawer on your Workbench disk – in order to see the library you may need to use the See All Files menu item from Workbench.

ANALYSER

There are lots of Lottery analyser programs around, but this one offers loads of options within a compact program. It has a record of previous draws, which you need to keep updated. In addition to keeping track of the draws, you can use the program to predict numbers for you. In order to use the program, make sure you click on the Click Me Now icon first. The program is very simple to navigate and is designated Winware, which means that should you make a massive win on the Lottery, you should remember the author.

By the way, don't think that we condone gambling just because we've included this program. Gambling is a wicked sin. That's our pre-emptive strike against all of you who are going to write in complaining that we're trying to corrupt the youth of today.

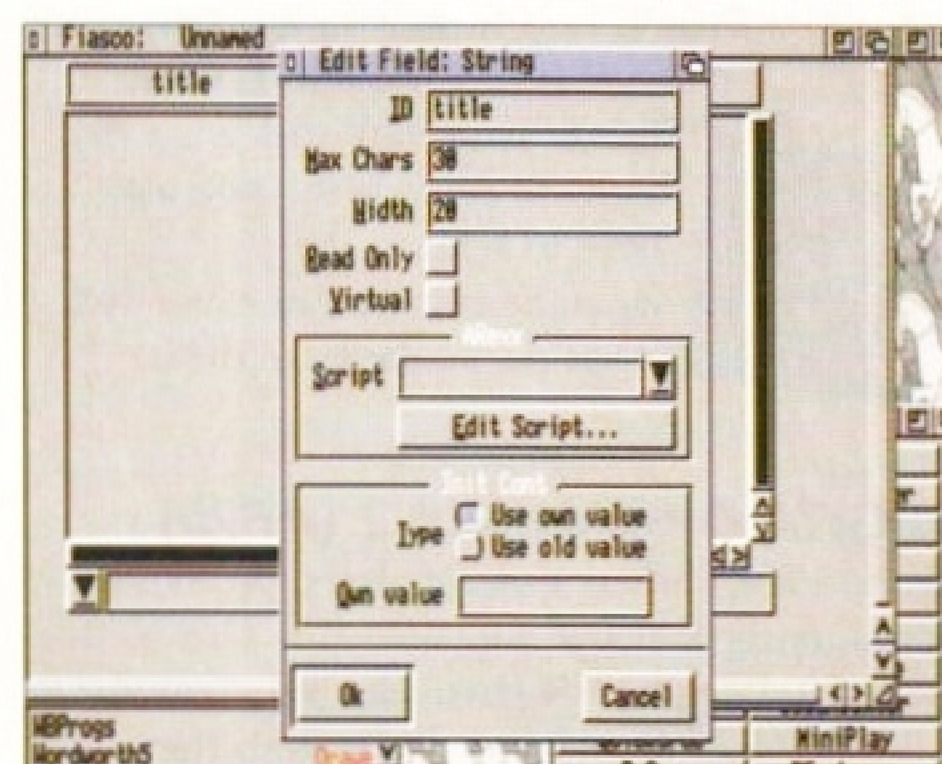
BLITZ BASIC 2 CODE

In this directory, you'll find a calculator written in *Blitz Basic 2.1*, with the entire source code supplied by the author, David Howe. You can load the code into your Coverdisk version of Blitz from the *AF*81Coverdisk and adapt it and enhance it yourself. The executable version if the calculator can of course be used by anyone as a normal utility.

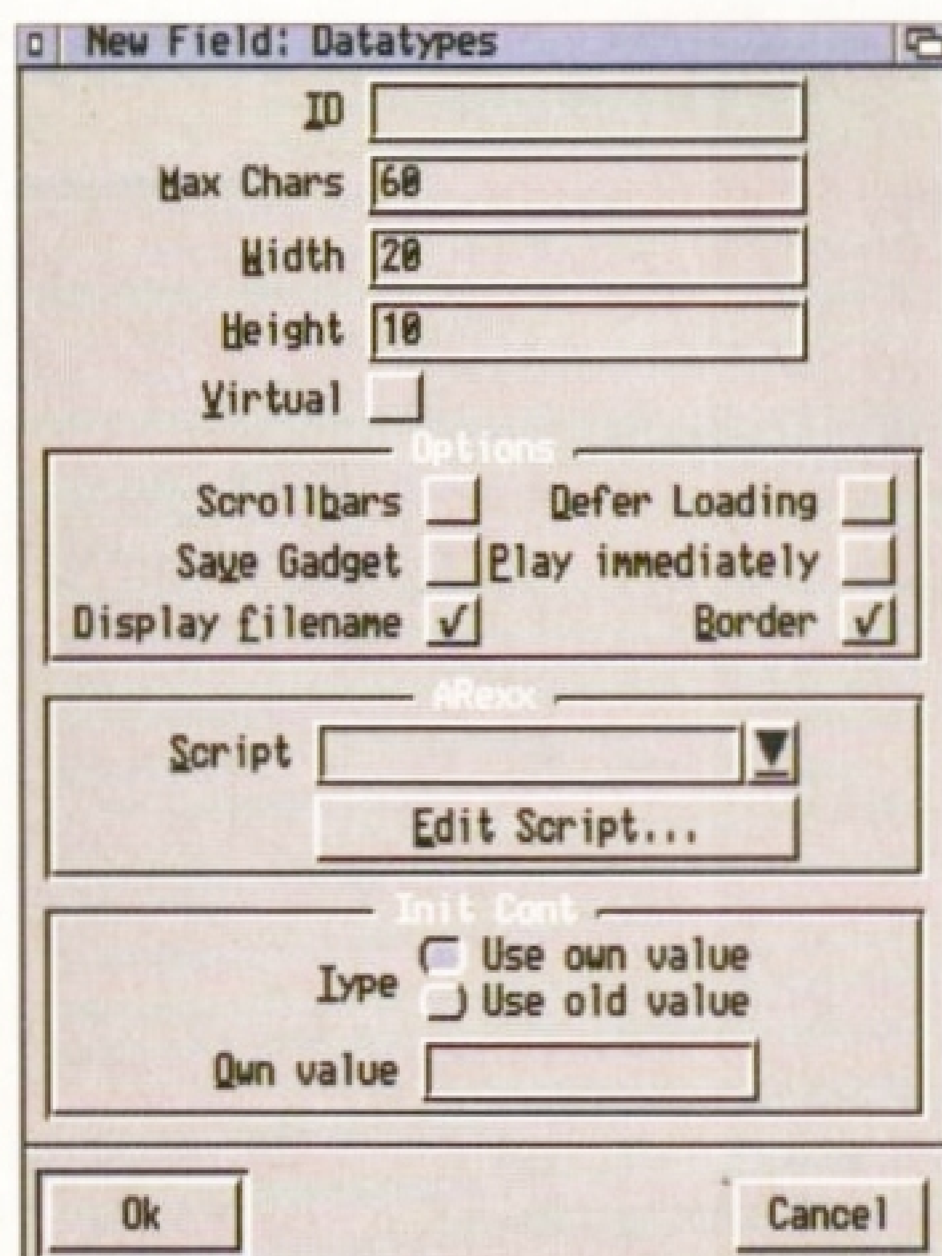
XSIZE

This small utility was fitted onto the disk at the very last minute as there was just enough space left. You can find the program on the actual Coverdisk, not on any of the de-archived disks.

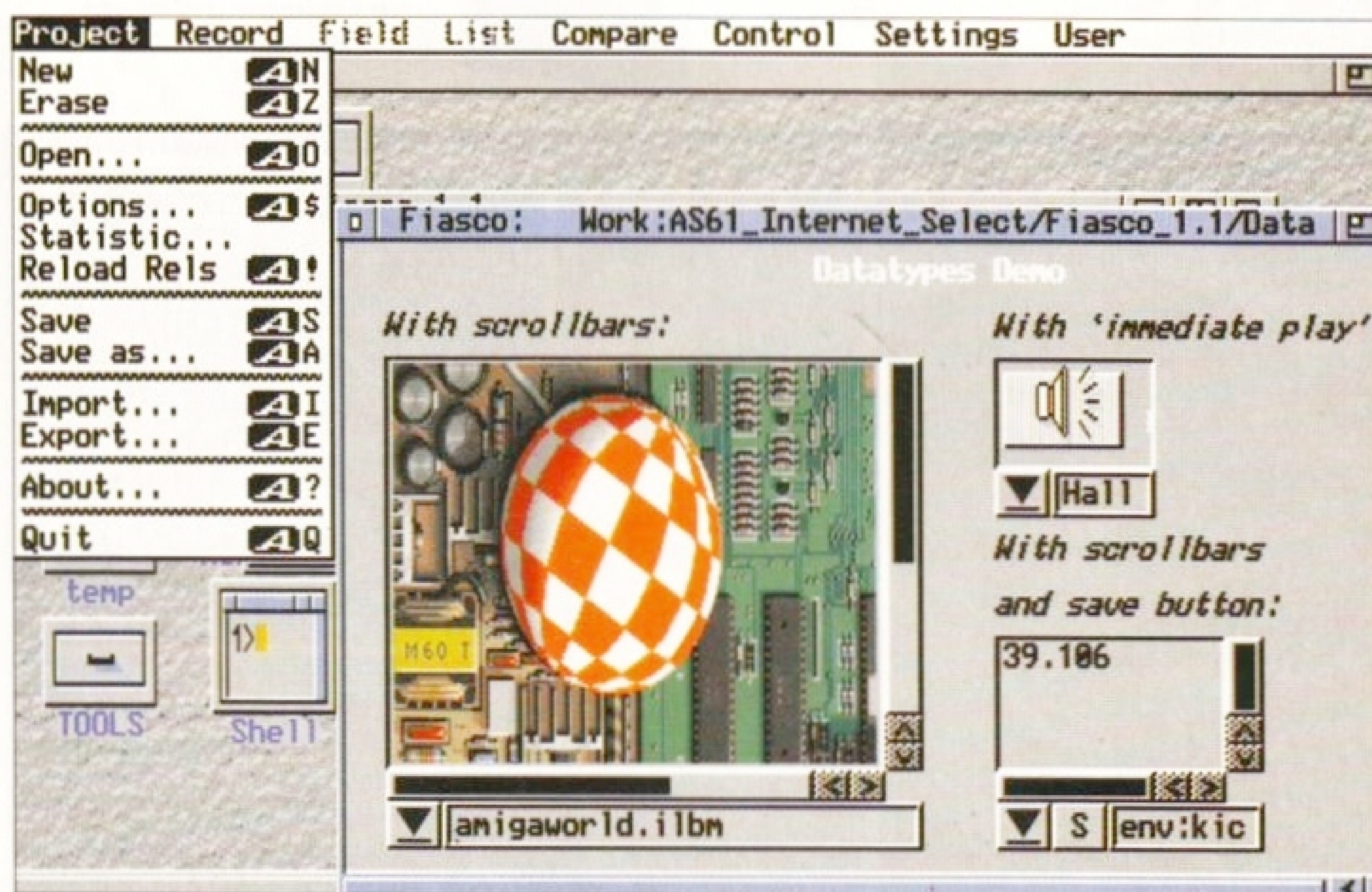
This program should work on any version and is simply launched from Workbench. It allows you to resize any windows in any direction instead of just from the sizing gadget. This is done by holding down the left button or by using the hotkey (default Control). All the authors ask for is a postcard.



The database is designed in Mask mode using the mouse. Quick and easy.



The field type requester allows you enter in the attributes for the field very easily.



Masses of options are available in *Fiasco*, and examples of different types of databases are included so that you can see some of the possibilities.

AMIGA FORMAT COVERDISKS

CAN'T GET YOUR DISK SOFTWARE WORKING?
CALL
(MON-FRI 2PM-6.30PM)
0191 584 0682



EXTRA!

Your Coverdisk should be working fine, but if it's not, these hints, tips and corrections should sort out the problem quickly and easily.

INFONEXUS/DATANEXUS (*AF76*)

Apologies to readers who are still using Kickstart 1.2 since the programs will not work with your machine. Optonica are running a special offer on the full version of the software exclusively for *AF* readers. To find out more, contact them on 01455 558282.



REAL 3D (*AF77*)

If you find that the program will load fine from floppy but fails to load from your hard drive it is possible that the MaxTransfer Rate of your hard disk is set too high. To remedy this you will have to refer to the documentation that came with your particular hard drive.



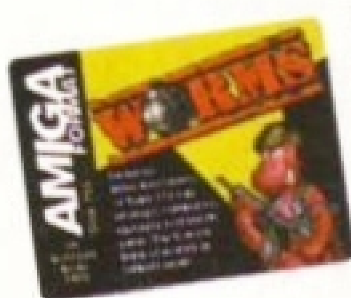
DIGITA ORGANISER 2 (*AF79*)

Quite a few readers have reported problems when trying to install supplements. This is done by dragging the particular supplement file that you want from the Supplements Storage drawer into the Supplements drawer. You only drag across files not whole drawers.



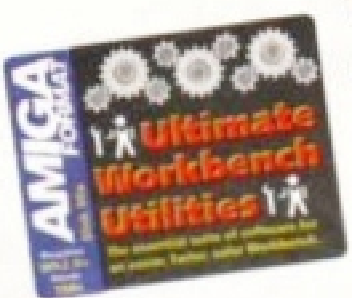
WORMS (*AF79*)

The amount of telephone calls to the Coverdisk helpline about Worms suggests that many of you weren't very careful when decompressing this game. It is easy to ruin your Worms Coverdisk by not changing to a blank disk at the correct time in the procedure. The result is that Worms disk One is decompressed over the Coverdisk, losing the compressed Worms Disk Two file in the process. Before using any Coverdisk write-protect it first and then make a spare copy (if you don't know how to copy a disk see the box on page 115)



ULTIMATE WORKBENCH UTILITIES (*AF80*)

If you are having trouble reading the documentation that accompanies the utilities it is likely that you don't have the tool that your Amiga looks for when you double click on a doc icon; e.g. Muchmore, Multiview, AmigaGuide etc. Or that these aren't set up properly on your Workbench. You can use a word processor or a text editor to read the docs, or use the program Ordering included in the collection.



ZEEWOLF 2 (*AF81*)

Many readers have phoned in saying they are having problems with *Zeewolf 2*. One meg A500 users who have two floppy disk drives should disconnect the external drive to make more memory available to the game.

Unfortunately *Zeewolf 2* just doesn't seem to work at all with some accelerator cards.



GENERAL PROBLEMS

I often hear from people who have returned their coverdisks for replacements several times and are still meeting with the same problems. The most common are Read/Write or Checksum errors which occur during the decompression process. It is important to note which disk is in the drive when such errors occur – is it the Coverdisk or one of your own disks? If it's one of your own disks then that is the disk with the problem, not the Coverdisk. Did you format your blank disks correctly? Try re-formatting them and make sure that you do a full format not just a quick format, use the verify option and make sure you format from your Workbench, not from utilities like X-Copy, disable Directory Caching, Trashcan and International Mode.

Snap Maps offer

If you got issue 78's *AF* Coverdisk with our excellent selection of Snap Maps, you will no doubt be pleased to hear that you can now upgrade to the full version of the collections *Fields & Foliage* and *Building Materials & Fabrics* for either: (Tick appropriate box.)

❒ £76 each volume (without *AF* Coverdisk £99.95)
❒ £140 for both volumes (without *AF* Coverdisk £188)

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Send your order to:

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West Wickham
Kent BR4 9LQ.

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In issue 78 Graeme Sandiford was so impressed by this collection of 3D modelling tools that he slapped a *Format* Gold on it. For £120 you get a whole range of high-quality objects that should have you rendering stunning scenes, from jungles to urban areas, in no time.

IF YOUR DISK IS FAULTY...

Please remember that the technical helpline above is purely for difficulties you have getting the programs to work properly.

If your disk is physically damaged, bent, broken with a loose or missing shutter, it should be returned to Discopy Labs for a replacement at the following address:

AF DISK NUMBER XX
TIB PLC
TIB HOUSE
11 EDWARD STREET
BRADFORD BD4 7BH

This includes any system messages you may get saying: **"Read/write error"**, **"Disk invalidated"** and **"Checksum Error"**.

In this case, the disk has been damaged and needs to be replaced.

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§ Subject to status and an £18 arrangement fee. Please contact us prior to visiting for Easy Application requirements.

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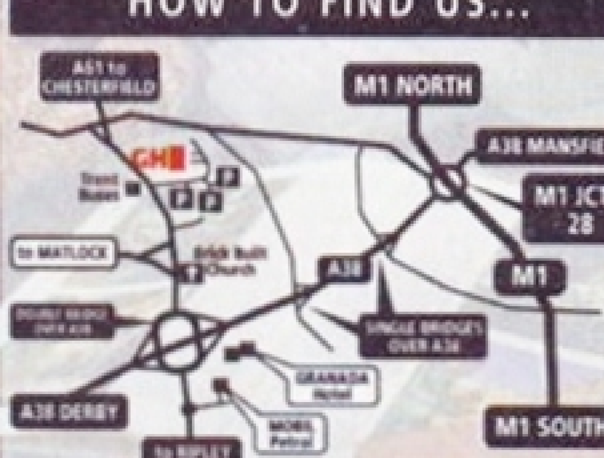
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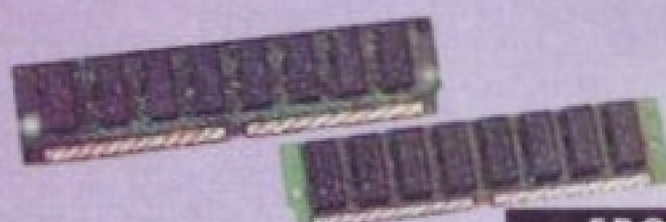
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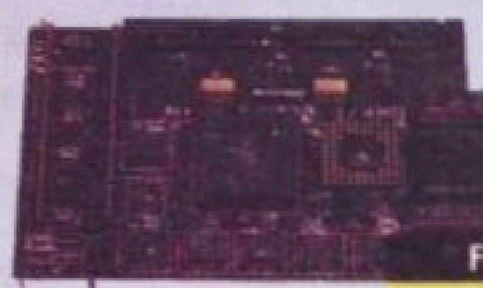
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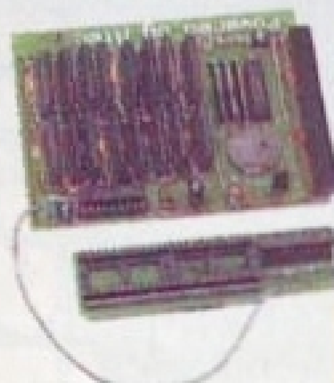
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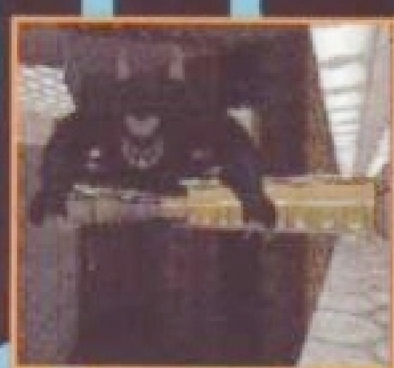
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We glance into the future and preview the forthcoming sequel from Team 17



Watchtower

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Real 3D

This months installment of our ever-popular tutorial explains how to render everyday objects



DTV

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